

Most of the team (75%) must perform the skill set below to ensure credit is earned in desired range. (Additional skills performed can increase the teams score in the range.) Skills performed by less than most of the team will earn a score in a lower range.

STUNT DIFFICULTY	PYRAMID DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
2 - 3	2 - 3	2 - 3	2 - 3
Prep level 2 leg stunts or 1 Leg variations below prep level	Braced extended 2 leg stunts or Braced 1 leg stunts at prep level	Cartwheel or Forward/Backward Roll	Cartwheel or Round-off
3 - 4	3 - 4	3 - 4	3 - 4
Extended 2 leg stunts or 1 Leg variations at prep level	Braced Extended 1 leg stunts	Back Handspring	Round-off Back Handspring
4 - 5	4 - 5	4 - 5	4 - 5
Extended 1 leg stunts & Single Twist from 2 leg stunts	Extended 1 leg stunts with multiple transitional sequences, at least 1 of which is a release pyramid transition and multiple extended structures	Back Handspring Series or Jump-Handspring combinations	Round-off Back Handspring Back Tuck or Round-off Tucks

STUNT QUANTITY CHART

# of Athletes	Most (75%)
5 - 10	1
11 - 15	2
16 - 21	3
22 - 26	4
27 - 31	5
32 - 36	6

TUMBLING/JUMP QUANTITY CHART

# of athletes	Most (75%)	# of athletes	Most (75%)
5	3	21	15
6	4	22	16
7	5	23	17
8	6	24	18
9	6	25	18
10	7	26	19
11	8	27	20
12	9	28	21
13	9	29	21
14	10	30	22
15	11	31	23
16	12	32	24
17	12	33	24
18	13	34	25
19	14	35	26
20	15	36	27

TOSSES

Tosses are not required, but may be rewarded in the "Pyramid" category.

JUMP DIFFICULTY (3.5 - 5.0)

3.5 - Skills performed do not meet the 4.0 requirement

4.0 - Most of team performs 1 advanced jump

4.5 - Most of team performs 2 advanced jumps

Most of team performs 3 connected advanced jumps, or 2 connected advanced jumps

5.0 - plus 1 additional advanced jump. All jumps must be synchronized and include two types of variety.

* All jump combinations must be connected with a whip approach by most

Advanced jumps include toe touch, side and front hurdler, pike, double nine

TECHNIQUE (20.0 - 25.0)

Execution of Stunts, Pyramids, Standing Tumbling, Running Tumbling, and Jumps will each receive a score out of 5.0

4.0 - 4.3: Most skills performed with below average execution

4.3 - 4.6: Most skills performed with average execution

4.6 - 5.0: Most skills performed with above average execution

TIMING (9.0 - 10.0)

Synchronization & Uniformity

4.5 - 5.0: Building and Tumbling timing will be scored separately

ROUTINE COMPOSITION (9.0 - 10.0)

Spacing, seamless movement patterns, and execution of formations

PERFORMANCE/SHOWMANSHIP (9.0 - 10.0)

Genuine enthusiasm and energy level throughout routine

MOTIONS/DANCE (9.0 - 10.0)

Team's ability to incorporate transitions, level changes, footwork and floor work, with a variety of visual movement with a high level of perfection in all dance movement as well as motion sequences throughout the routine.

VOICE/INFLECTION (9.0 - 10.0)

Pace, flow, and pronunciation of words