

STANDING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Most of team performs a level appropriate pass
4.0 - 4.5	MID	Majority of team performs 2 different level appropriate passes, 1 of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH (Levels 1 - 2)	Most of team performs 2 different level appropriate passes, 1 of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH (Levels 3 - 4)	Most of team performs 2 different level appropriate passes, 1 of which must be a synchronized advanced jump-tumble combination at initiation of the jump

RUNNING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs a level appropriate pass

JUMP DIFFICULTY	
4.0	Less than a majority of the team performs 1 advanced jump
4.2	Majority of the team performs 1 advanced jump
4.4	Most of the team performs 1 synchronized advanced jump
4.6	Most of the team performs 2 connected, synchronized advanced jumps
4.8	Most of the team performs 3 connected, synchronized advanced jumps
5.0	Most of the team performs 4 connected, synchronized advanced jumps or 3 connected, synchronized advanced jumps plus 1 additional advanced jump. Sequence must include a variety of jumps.
All jump approaches must use a whip approach to be considered connected.	
BASIC JUMPS: Spread Eagle, Tuck Jump ADVANCED JUMPS: Pike, Front or Side Hurdlers, Toe Touch	

TECHNIQUE	
3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all athletes execute excellent precision, form and synchronization

TUMBLING & JUMP QUANTITY		
# of Athletes	Majority (51% of team)	Most (75% of team)
5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	9
14	8	10
15	8	11
16	9	12
17	9	12
18	10	13
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

STUNT DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by most of team, 1 of which is Elite level appropriate.
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are Elite level appropriate.

PYRAMID DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by most of the team

A pyramid consists of 2 or more connected top persons.

STUNT QUANTITY CHART				
# of ATHLETES	LESS THAN MAJORITY	MAJORITY (51% of team)	MOST (75% of team)	FULL TEAM
5 - 7				1
8 - 11			1	2
12 - 15		1	2	3
16 - 19	1	2	3	4
20 - 23	1 - 2	3	4	5
24 - 27	1 - 3	4	5	6
28 - 31	1 - 3	4	6	7
32 - 35	1 - 4	5	6	8
36	1 - 4	5	7	9

STUNT QUANTITY	
(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED)	
2.5	Skills performed that do not meet the 4.0 requirement
4.0	Most of the team performs a level appropriate building skill
4.2	Full team performs a level appropriate building skill
4.4	Less than a Majority of the team performs the <u>same</u> ELITE building skill
4.6	Majority of the team performs the <u>same</u> ELITE building skill
4.8	Most of the team performs the <u>same</u> ELITE building skill
5.0	Full team performs the <u>same</u> ELITE building skill

TOSS DIFFICULTY	
4.0	Tosses are thrown, but none are level appropriate
4.2	Less than a majority performs a level appropriate toss
4.4	Majority performs a level appropriate toss
4.6	Majority performs a level appropriate toss, plus 1 additional toss
4.8	Squad (with or without front spots) performs a level appropriate toss
5.0	Squad (with or without front spots) performs a level appropriate toss, plus 1 additional toss

(N/A) * Tosses cannot be performed in level 1 or Special Athlete divisions.

STUNT/PYRAMID CREATIVITY	
4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	Less than a majority of the skills incorporate creativity
4.4 - 4.7	Majority of the skills incorporate creativity
4.7 - 5.0	Most to all skills incorporate creativity

TECHNIQUE	
3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all athletes execute excellent precision, form and synchronization

DANCE DIFFICULTY	
4.0 - 4.5	Dance incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork, floor work, pace and intricacy of dance moves.

DANCE TECHNIQUE	
0.1 - 0.5	A team's ability to demonstrate proper placement and execution, synchronization, and appropriate timing of dance moves performed

PERFORMANCE	
9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

ROUTINE COMPOSITION	
9.0 - 10.0	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal.