

**STANDING AND RUNNING TUMBLING DIFFICULTY**

2.0-2.5	Skills performed do not meet above range requirements.
2.5-3.0	Most of team performs a level 1+ pass <i>or</i> Majority of team performs a level 2+ pass <i>or</i> Less than a majority of team performs a level 3 pass
3.0-3.5	Most of team performs a level 2+ pass <i>or</i> Majority of team performs a level 3+ pass <i>or</i>
3.5-4.0	Most of team performs a level 3+ pass
Teams that register for the Intermediate division are limited to performing level 1, 2, and 3 skills. Teams that register for the Advanced division are limited to performing level 1, 2, 3, 4, and 5 skills.	
3.0-3.5	Less than a majority of team performs a level 4 pass
3.5-4.0	Majority of team performs a level 4+ pass <i>or</i> Less than a majority of team performs a level 5 pass
4.0-4.5	Most of team performs a level 4+ pass <i>or</i> Majority of team performs a level 5 pass
4.5-5.0	Most of team performs a level 5 pass
Standing and Running Tumbling will be scored separately and is cumulative. + Higher level passes will accumulate and make a team eligible for a higher range.	

**JUMP DIFFICULTY**

4.0	<b>Less than a majority</b> of the team performs 1 advanced jump
4.2	<b>Majority</b> of the team performs 1 advanced jump
4.4	<b>Most</b> of the team performs 1 synchronized advanced jump
4.6	<b>Most</b> of the team performs 2 connected, synchronized advanced jumps
4.8	<b>Most</b> of the team performs 3 connected, synchronized advanced jumps
5.0	<b>Most</b> 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. <b>BASIC JUMPS:</b> Spread Eagle, Tuck Jump <b>ADVANCED JUMPS:</b> Pike, Front or Side Hurdlers, Toe Touch	

**TECHNIQUE**

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

2.0-2.5	Skills performed do not meet above range requirements
2.5-3.0	<b>Most</b> of team performs <b>4 - level 1</b> skills <i>or</i>
	<b>Most</b> of team performs <b>2 or 3 - level 2</b> skills <i>or</i>
	<b>Majority</b> of team performs <b>4 - level 2</b> skills <i>or</i> <b>Majority</b> of team performs <b>1 - level 3</b> skill
3.0-3.5	<b>Most</b> of team performs <b>4 - level 2</b> skills <i>or</i>
	<b>Most</b> of team performs <b>2 or 3 - level 3</b> skills <i>or</i> <b>Majority</b> of team performs <b>4 - level 3</b> skills
3.5-4.0	<b>Most</b> of team performs <b>4 - level 3</b> skills

Teams that register for the Intermediate division are limited to performing level 1, 2, and 3 skills. Teams that register for the Advanced division are limited to performing level 1, 2, 3, 4, and 5 skills.

3.0-3.5	<b>Majority</b> of team performs <b>1 - level 4</b> skill
3.5-4.0	<b>Most</b> of team performs <b>2 or 3 - level 4</b> skills <i>or</i>
	<b>Majority</b> of team performs <b>4 - level 4</b> skills <i>or</i> <b>Majority</b> of team performs <b>1 - level 5</b> skill
4.0-4.5	<b>Most</b> of team performs <b>4 - level 4</b> skills <i>or</i>
	<b>Most</b> of team performs <b>2 or 3 - level 5</b> skills <i>or</i> <b>Majority</b> of team performs <b>4 - level 5</b> skills
4.5-5.0	<b>Most</b> of team performs <b>4 - level 5</b> skills

**PYRAMID DIFFICULTY**

*A pyramid consists of 2 or more connected top persons.*

2.0-2.5	Skills performed do not meet above range requirements
2.5-3.0	<b>Most</b> of team performs 2 structures and <b>4 - level 1</b> skills
	<b>Most</b> of team performs 2 structures and <b>2 or 3 - level 2</b> skills <i>or</i> <b>Most</b> of team performs 2 structures and <b>1 - level 3</b> skill
3.0-3.5	<b>Most</b> of team performs 2 structures and <b>4 - level 2</b> skills <i>or</i>
	<b>Most</b> of team performs 2 structures and <b>2 or 3 - level 3</b> skills
3.5-4.0	<b>Most</b> of team performs 2 structures and <b>4 - level 3</b> skills

Teams that register for the Intermediate division are limited to performing level 1, 2, and 3 skills. Teams that register for the Advanced division are limited to performing level 1, 2, 3, 4, and 5 skills.

3.0-3.5	<b>Most</b> of team performs 2 structures and <b>1 - level 4</b> skill
3.5-4.0	<b>Most</b> of team performs 2 structures and <b>2 or 3 - level 4</b> skills <i>or</i>
	<b>Most</b> of team performs 2 structures and <b>1 - level 5</b> skill
4.0-4.5	<b>Most</b> of team performs 2 structures and <b>4 - level 4</b> skills <i>or</i>
	<b>Most</b> of team performs 2 structures and <b>2 or 3 - level 5</b> skills
4.5-5.0	<b>Most</b> of team performs 2 structures and <b>4 - level 5</b> skills

**BUILDING QUANTITY CHART**

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

**STUNT/PYRAMID CREATIVITY**

4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	<b>Less than a majority</b> of the skills incorporate creativity
4.4 - 4.7	<b>Majority</b> of the skills incorporate creativity
4.7 - 5.0	<b>Most to all</b> skills incorporate creativity

**BUILDING TECHNIQUE**

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

TOSS DIFFICULTY		Level Appropriate Examples	DIVISION
3.0	Less than a majority of team performs a level 2 toss	Straight Ride Toss	LEVEL 2 (NOVICE)
3.1	Less than a majority of team performs a level 3 toss		
3.2	Majority of team performs a level 2+ toss		
3.3	Majority of team performs a level 2+ toss, plus 1 additional toss		
3.4	Squad performs a level 2 toss		
3.5	Squad performs a level 2 toss, plus 1 additional toss	Single Skill Toss	LEVEL 3 (INTERMEDIATE)
3.6	Squad performs majority of level 2 tosses and less than a majority of level 3 tosses.		
3.7	Majority of team performs a level 3 toss		
3.8	Majority of team performs a level 3 toss, plus 1 additional toss		
3.9	Squad performs a level 3 toss		
4.0	Squad performs a level 3 toss, plus 1 additional toss		

Teams that register for the Intermediate division are limited to performing Level 2 and 3 toss skills.

Teams that register for the Advanced division can perform Level 2, 3, 4 and 5 toss skills.

+ A variety of different level tosses performed in one sequence will accumulate and make a team eligible for a higher range.

3.9	Less than a majority of team performs a level 4 toss	Two Skill Toss (limited to 1 twisting rotation)	LEVEL 4 (EXCEL)
4.0	Less than a majority of team performs a level 5 toss		
4.1	Squad performs majority of level 3 tosses and less than a majority of level 4 tosses		
4.2	Majority of team performs a level 4+ toss		
4.3	Majority of team performs a level 4+ toss, plus 1 additional toss		
4.4	Squad performs a level 4 toss	Three Skill Toss (limited to 1 twisting rotation)	Level 5 (ADVANCED)
4.5	Squad performs a level 4 toss, plus 1 additional toss		
4.6	Squad performs majority of level 4 tosses and less than a majority of level 5 tosses		
4.7	Majority of team performs a level 5 toss		
4.8	Majority of team performs a level 5 toss, plus 1 additional toss		
4.9	Squad performs a level 5 toss		
5.0	Squad performs a level 5 toss, plus 1 additional toss		

TOSS 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.