

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

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

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

A pyramid consists of 2 or more connected top persons.

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

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

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

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

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

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
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	

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.