## CATEGORY DIFFICULTY

**\*** Majority of the team must perform the stunt, pyramid, toss, jump, standing tumbling, and running tumbling skill set to ensure credit is earned in a desired range. Skills performed by less than majority of the team will earn a score in a lower range. Ranges are pre-determined based upon the difficulty of the skill. *Refer to the scoring grid for further*

\* Stunting skills must be performed by majority simultaneously or in a ripple to receive credit. Single and multiple stunt sequences will be credited throughout the routine to help drive your score within the range.

\* Pyramid skills will be cumulatively counted throughout the routine.

\* Jumps must be performed by majority simultaneously. To achieve a 5.0, the jump sequence must include Variety. A team must perform at least 2 types of advanced jumps in their sequence to meet the variety requirement.

\* Tumbling skills must be performed by majority, and will be cumulatively added throughout the routine. Synchronization is not required but can increase your score within the range.

\* Toss skills must be performed by majority simultaneously or in a ripple to receive credit. Sing;e and multiple toss sequences will be credited throughout the routine to help drive your score within the range.

\* Tosses must be performed by majority simultaneously or in a ripple to receive credit. Single and multiple toss sequences will be credited throughout the routine.

\* The scoring grid lists required skills your team must do qualify for the range. Performing additional skills within the same difficulty level can increase the teams score in the range. *Refer to the division skills grid for additional information.*

## ROUTINE STRUCTURE

\* The maximum routine time can be no longer than 2 minutes and 30 seconds.

\* Teams that exceed 2:30 will receive the following deduction:

.01 - 2.99 seconds will result in a warning.

3 + seconds over time will result in a .25 deduction.

\* Routines can consist of all cheer, or a cheer/chant and music. (The routine cannot consist of only music.) It is the decision of the team to determine how long the cheer/chant or music section should be. The time will begin with the first synchronized movement. The time will not be paused once the routine has begun.

\* The cheer or chant can be performed without or with a back beat. However, no voice-overs or words may be recorded during the cheer/chant section.

\* Teams that use voice-overs or recorded words during the cheer/chant section will receive a .5 deduction.

## RULES

\* All teams must adhere to AACCA Safety Rules.

### DIFFICULTY DRIVERS
\* Percent of team participation

\* Complexity of skill/sequence

\* Pace of sequence and speed of skill

### BUILDING TECHNIQUE DRIVERS
\* Stability/Control

\* Flyer Position/Flexibility/Technique

\* Base Position/Technique

\* Timing/Synchronization

\* Height (*Applies to Tosses only*)

### TUMBLING TECHNIQUE DRIVERS
\* Appropriate Fluidity/Power/Speed

\* Control

\* Timing/Synchronization

\* Body Position (Core/Arms/Head/Legs/Chest/Toes)

### JUMP TECHNIQUE DRIVERS
\* Height

\* Control

\* Timing/Synchronization

\* Flexibility/Leg & Hip Placement

\* Position/Arm & Chest Placement

### MOTION/DANCE DRIVERS
\* Body Placement/Position/Alignment

\* Sharpness & Strength of Movement

\* Pace of Arm Movement & Footwork

\* Variety of Formations & Level Changes