

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.

BUILDING QUANTITY CHART			
# of ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST
5 - 11		1	1
12 - 15		1	2
16 - 19	1	2	3
20 -23	1 -2	3	4
24 - 27	1 - 3	4	5
28 - 30	1 - 3	4	6
31 - 36	1 - 4	5	7

TOSS DIFFICULTY	
* Tosses cannot be performed in level 1, Mini level 2, or CheerAbilities divisions.	
4.0	Less than a Majority of team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of team performs a level appropriate toss rippled or synchronized in the same section.

DIFFICULTY DRIVERS
Degree of Difficulty
Percent of Team Participation
Combination of skills (level and non-level appropriate)
Pace of skills performed

STUNT QUANTITY	
(BASED ON A TRADITIONAL GROUP OF 4, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION)	
4.0	Less than a Majority of the team performs a level appropriate building skill
4.2	Majority of the team performs a level appropriate building skill
4.4	Most of the team performs a level appropriate building skill
4.6	Less than a Majority of the team performs the same ELITE level appropriate building skill
4.8	Majority of the team performs the same ELITE level appropriate building skill
5.0	Most of the team performs the same ELITE level appropriate building skill

BUILDING TECHNIQUE	
3.5 - 5.0	A team's ability to execute Stunts, Pyramids, and Tosses with excellent precision and form.

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

STUNT / PYRAMID DRIVERS	TOSS DRIVERS
Top Person	Top Person
Bases/Spotters	Bases/Spotters
Transitions/Dismounts	Height
Obvious Mistakes	Cradle
Synchronization	Synchronization/Timing

STUNT / PYRAMID CREATIVITY	
2.0-2.5	Skills incorporate visual, unique, or innovative ideas. This includes level and non-level appropriate skills.

All Girl & Coed teams will receive a stunt quantity score for all levels.

DANCE	
9.0 - 10.0	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

PERFORMANCE	
9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining 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 in formations and seamless patterns of movement in transitions throughout the routine. This includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal.

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 the same level appropriate pass which must be synchronized from initiation of pass
4.5 - 5.0	HIGH	Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass, plus a Majority of the team performs an additional level appropriate pass.

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 team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of team performs a level appropriate pass

TUMBLING DIFFICULTY DRIVERS		
* Degree of Difficulty * Percent of Team Participation * Combination of Skills * Synchronization of passes * Variety of Passes		

JUMP DIFFICULTY	
3.5	Skills performed do not meet the 4.0 requirement
4.0	Most of team performs 1 advanced jump
4.5	<u>Pee Wee/Youth/Junior/Senior teams:</u> Most of team performs 2 connected* advanced jumps. All jumps must be synchronized and must include two types of variety.
	<u>Tiny/Mini teams:</u> Most of the team performs 2 advanced jumps. Must be synchronized, but does NOT have to be connected or include variety.
5.0	<u>Pee Wee/Youth/Junior/Senior teams:</u> Most of team performs 3 connected* advanced jumps, or 2 connected* advanced jumps plus 1 additional advanced jump. All jumps must be synchronized and the sequence must include two types of variety.
	<u>Tiny/Mini teams:</u> Most of the team performs 3 advanced jumps. Must be synchronized, but does NOT need to be connected or include variety.
* Pee Wee, Youth, Junior, and Senior teams must use a whip approach to be considered connected.	
<u>BASIC JUMPS:</u> Spread Eagle, Tuck Jump <u>ADVANCED JUMPS:</u> Pike, Front or Side Hurdlers, Toe Touch	

TUMBLING / JUMP QUANTITY CHART		
# of Athletes	Majority	Most
5 - 7	2	3
8 - 9	4	5
10 - 11	5	6
12 - 14	6	7
15 - 16	7	9
17 - 19	8	10
20 - 22	10	12
23 - 25	11	13
26 - 27	13	15
28 - 30	14	16
31 - 38	15	18

TUMBLING / JUMP TECHNIQUE	
3.5 - 5.0	A team's ability to execute Standing Tumbling, Running Tumbling, and Jumps with excellent precision and form.
TUMBLING DRIVERS	
Approach Speed Body Control Landings Synchronization	
JUMP DRIVERS	
Arm Placement Leg Placement Hyperextension/Height Landings Synchronization	