

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 <b>most</b> of team
4.0 - 4.5	MID	4 different level appropriate skills performed by <b>most</b> of team, 1 of which is <b>Elite</b> level appropriate

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

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 <b>most</b> of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by <b>most</b> of the team

TECHNIQUE	
3.5 - 5.0	A team's ability to execute Stunts, Pyramids, Standing Tumbling, Running Tumbling, and Jumps with excellent precision and form.
STUNT / PYRAMID DRIVERS	
*Top Person *Bases/Spotters *Transitions/Dismounts	
* Obvious Mistakes *Synchronization	
STANDING / RUNNING TUMBLING DRIVERS	
*Approach *Speed *Body Control *Landings *Synchronization	
JUMP DRIVERS	
*Arm Placement *Leg Placement *Hyperextension/Height *Landings *Synchronization	

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

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

JUMP DIFFICULTY	
3.5	Skills performed do not meet the 4.0 requirement
4.0	<b>Most</b> of team performs <b>1</b> advanced jump
4.5	<b>Most</b> of team performs <b>2</b> advanced jumps.

ADVANCED JUMPS: Pike, Front or Side Hurdlers, Toe Touch

STANDING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	<b>Most</b> of team performs a level appropriate pass
4.0 - 4.5	MID	<b>Majority</b> of team performs the same level appropriate pass which must be synchronized from initiation of pass

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

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

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