

Judge 1

Tumbling – Difficulty				
1-2	2-5	5-7	7-9	9-10
Most of team with basic skills: <ul style="list-style-type: none"> • Forward Rolls • Round-Offs • Cartwheels • Walkovers 	Less than majority of team with back handsprings and may include limited tucks	Majority of team with handspring skills / minimal tucks	Most of team with handspring skills AND/OR Majority of team with tucks or above	Most of team with tucks or above AND/OR majority of team with layouts, fulls, or specialty passes ending in tuck or above

Majority / Most Quantity Table (Maj = ½ + 1 and Most = 75%+)																
# of Athletes	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Majority	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
Most	4	5	6	6	7	8	9	9	10	11	12	12	13	14	14	15

Jump – Difficulty				
1-3	3-5	5-7	7-9	9-10
Basic jumps with below average flexibility (with or without immediate connection) by most of the team	2 advanced connected jumps with below average flexibility performed by most of the team PLUS 1 additional advanced jump with below average flexibility done by most of the team	3 advanced connected jumps with average flexibility performed by most of the team	4 advanced connected jumps with above average flexibility performed by most of the team OR 3 advanced connected jumps with above average flexibility PLUS 1 additional jump with above average flexibility done by most of the team	3 advanced connected jumps with above average flexibility performed by most of the team PLUS 1 advanced jump with above average flexibility into back handspring by majority of team

Tumbling & Jump – Technique		
1-2	2-4	4-5
Below average technique – less than majority demonstrated excellent precision, form and synchronization	Average technique – majority demonstrated excellent precision, form and synchronization	Above average technique – most demonstrated excellent precision, form and synchronization

Overall Effect / Performance Appeal		
1-2	2-4	4-5
Below Average	Average	Above Average

Judge 2

Motions – Difficulty		
1-4	4-8	8-10
Little to no formation changes, transitions, and level changes. Little to no variety of motion. Lack of movement during transitions. Below average use of floor. Basic choreography and/or creativity.	Minimal formation changes, transitions and level changes. Some variety of motions. Minimal movements during transitions. Average use of floor. Some original and visual material. Average choreography and/or creativity.	Multiple advanced formation changes, transitions and level changes. Excellent variety of motions. Difficult foot and body movement during transitions. Excellent use of floor. Excellent choreography and/or creativity.

Dance – Difficulty		
1-4	4-8	8-10
Below average energy, musicality, rhythm and pace of music. Little to no formation changes, basic transitions and level changes. Little to no variety of motion. Below average use of floor. Basic choreography and/or creativity.	Average energy, musicality, rhythm and pace of music. Minimal formation changes, transitions and level changes of average complexity. Some variety of motion and use of floor. Average choreography and/or creativity.	High energy, musicality, rhythm, and pace of music. Multiple advanced formations, transitions, and level changes. Excellent variety of motion and use of floor. Excellent choreography and/or creativity.

Motion & Dance – Technique		
1-2	2-4	4-5
Below average technique – many with bent wrists and/or poor placement. Below average timing & synchronization.	Average technique – some with bent wrists and/or poor placement. Average timing & synchronization.	Excellent technique – proper placement, sharp precision. Excellent timing & synchronization.

Overall Effect / Performance Appeal		
1-2	2-4	4-5
Below Average	Average	Above Average

NOTE: Routine must include four (4) 8-counts of whole team dance to obtain a dance score.

Judge 3

Pyramid & Partner Stunts – Difficulty				
1-3	3-5	5-7	7-9	9-10
Early beginner stunts such as: <ul style="list-style-type: none"> • Thigh stand • Hitch thigh stand • Pony sit • Knee stand • Kneeling thigh stand 	Beginner Stunts such as: <ul style="list-style-type: none"> • Shoulder sit • Shoulder stand • Pop up splits • Straddle press Maximum Participation	Prep level stunts such as: <ul style="list-style-type: none"> • Forward suspended roll • Prep (2-legged) • Prep (1-legged) Maximum Participation.	2 legged extension level stunts; 1 legged at prep level. Maximum participation.	1 legged extension level stunts; above average flexibility. Maximum participation.

The following are considered when scoring difficulty: degree of difficulty, percentage of team participation, variety of entries, inversion, dismounts and transitions, pace and speed of skills performed and Maximum Participation (# of athletes on floor / 4 or 5 to form a stunt group)

Maximum Participation (athletes = stunt groups) = 20 = 4 or 5, 16-19 = 3 or 4, 15 = 3, 12-14 = 2 or 3, 10-11 = 2 and less than 9 = 1

Stunts – Technique		
1-2	2-4	4-5
Below average technique – less than majority demonstrated excellent precision, form and synchronization	Average technique – majority demonstrated excellent precision, form and synchronization	Above average technique – most demonstrated excellent precision, form and synchronization

Transitions / Flow / Formations & Spacing		
1-2	2-4	4-5
Major issues during transitions (bumping; excessive travel). Minimal incorporation of skills during transition. Choppy, lacks cohesion, excessive down time.	Some issues during transitions (bumping; excessive travel). Average incorporation of skills during transition. Average coordination among all elements of the routine.	Clean transitions. Excellent incorporation of skills during transition. Uncluttered changes between segments. Strong coordination among all elements of the routine.

Projection / Expression / Showmanship / Voice		
1-2	2-4	4-5
Below average pitch and clarity / enunciation. Below average volume relative to number of athletes.	Average pitch and clarity / enunciation. Average volume relative to number of athletes.	Excellent pitch and clarity / enunciation. Above average volume relative to number of athletes.

Overall Effect / Performance Appeal		
1-2	2-4	4-5
Below Average	Average	Above Average