

DIVISION _____ TEAM NAME _____ PART # _____ MAJORITY ____/____

STUNTS				PYRAMID			
							
Use of Considerations	Below Avg	Average	Above Avg	Use of Considerations	Below Avg	Average	Above Avg
% Team Participation				Degree of Difficulty			
Degree of Difficulty				Pace/Connection of Skills			
Pace/Combination of Skills				% Team Participation (Transitions/Skills)			
Dismounts				% Team Participation (Structures)			
Variety of Skills				Variety of Skills/Load-ins/Dismounts			
Minimal Bases/Single Based Skills							

TOSSES			
			
Use of Considerations	Below Avg	Average	Above Avg
Degree of Difficulty			
% Team Participation			
Variety & Height			

STUNT - GROUP QUANTITY	
Athletes	Majority
5 - 7	1
8 - 15	2
16 - 23	3
24 - 31	4
32 - 38	5

TOSS - GROUP QUANTITY	
Athletes	Majority
5 - 9	1
10 - 19	2
20 - 29	3
30 - 38	4

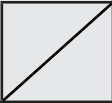
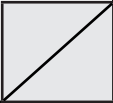
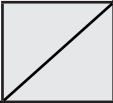
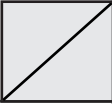
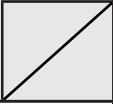
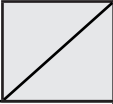
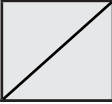
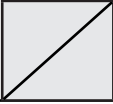
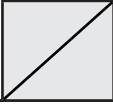
DIVISION _____ TEAM NAME _____ PART # _____ MAJORITY ____/____

STUNTS				PYRAMID			
Use of Considerations	Below Avg	Average	Above Avg	Use of Considerations	Below Avg	Average	Above Avg
% Team Participation				DOD (Flipping/Inversions)			
Degree of Difficulty				DOD (Twisting)			
Pace/Combination of Skills				Pace/Connection of Skills			
Dismounts				% Team Participation (Transitions/Skills)			
Variety of Skills				% Team Participation (Structures)			
Minimal Bases/Single Based Skills				Variety of Skills/Load-ins/Dismounts			

TOSSES			
Use of Considerations	Below Avg	Average	Above Avg
Degree of Difficulty (LA Toss(es))			
% Team Participation			
Variety & Height			

STUNT – GROUP QUANTITY	
Athletes	Majority
5 – 7	1
8 – 15	2
16 – 23	3
24 – 31	4
32 – 38	5

TOSS – GROUP QUANTITY	
Athletes	Majority
5 – 9	1
10 – 19	2
20 – 29	3
30 – 38	4

DIVISION:	TEAM NAME:	TEAM NAME:	TEAM NAME:
TOSSES	Uniformity • Body Control • Bases/Spotter • Timing/Sync	Uniformity • Body Control • Bases/Spotter • Timing/Sync	Uniformity • Body Control • Bases/Spotter • Timing/Sync
			
STUNT	Uniformity • Body Control • Bases/Spotter • Transitions • Sync	Uniformity • Body Control • Bases/Spotter • Transitions • Sync	Uniformity • Body Control • Bases/Spotter • Transitions • Sync
			
PYRAMID	Uniformity • Body Control • Bases/Spotter • Transitions • Sync	Uniformity • Body Control • Bases/Spotter • Transitions • Sync	Uniformity • Body Control • Bases/Spotter • Transitions • Sync
			

TEAM QUANTITY		
Athletes	Majority	Most
22 – 23	12	13
24 – 25	13	14
26 – 27	14	15
28 – 29	15	16
30 – 31	16	18
32 – 33	17	19
34 – 35	18	20
36 – 37	19	21
38	20	22

DIVISION _____ TEAM NAME _____ PART # _____ MAJORITY/MOST _____/_____

STANDING TUMBLING			RUNNING TUMBLING		
Skill/Pass Type	Count (ex. 1 + 5 + 2 to show synch passes)	Ratio	Skill/Pass Type	Count (ex. 1 + 5 + 2 to show synch passes)	Ratio
Standing Full			Pass to Full		
Pass to Full			Flip to Full/Exception Pas		
Specialty Pass to Full			Specialty Pass to Full		
Pass to Double			Pass to Double		
Specialty Pass to Double			Specialty Pass to Double		
Additional Skills			Additional Skills		

JUMPS

TEAM QUANTITY		
Athletes	Majority	Most
5	3	3
6 - 7	4	4
8 - 9	5	5
10 - 11	6	6
12 - 13	7	7
14 - 15	8	8
16 - 17	9	10
18 - 19	10	11
20 - 21	11	12

TEAM QUANTITY		
Athletes	Majority	Most
22 - 23	12	13
24 - 25	13	14
26 - 27	14	15
28 - 29	15	16
30 - 31	16	18
32 - 33	17	19
34 - 35	18	20
36 - 37	19	21
38	20	22

DIVISION:	TEAM NAME:	TEAM NAME:	TEAM NAME:
JUMPS	Flexibility • Uniformity • Landings • Timing/Sync	Flexibility • Uniformity • Landings • Timing/Sync	Flexibility • Uniformity • Landings • Timing/Sync
STANDING TUMBLING	Uniformity • Body Control • Speed • Landings • Timing/Sync	Uniformity • Body Control • Speed • Landings • Timing/Sync	Uniformity • Body Control • Speed • Landings • Timing/Sync
RUNNING TUMBLING	Uniformity • Body Control • Speed • Landings • Timing/Sync	Uniformity • Body Control • Speed • Landings • Timing/Sync	Uniformity • Body Control • Speed • Landings • Timing/Sync

DIVISION _____ TEAM NAME _____ PART # _____ MAJORITY ____/____

ROUTINE CREATIVITY/COMPOSITION				FORMATIONS & TRANSITIONS			
Use of Considerations	Below Avg	Average	Above Avg	Use of Considerations	Below Avg	Average	Above Avg
Innovative/Intricate Ideas				Spacing			
Visual/Creative Ideas (inc. Building Creativity)				Timing/Pace			
Routine Pace/Flow between Elements							
DANCE				PERFORMANCE			
DIFFICULTY TECH/EXEC							
Difficulty: Use of Considerations	Below Avg	Average	Above Avg	Use of Considerations	Below Avg	Average	Above Avg
Pace, Intricacy & Visual Elements				Energy			
Level & Formation Changes				Entertainment Value			
Footwork/Floorwork/Partnerwork				Showmanship/Confidence			
Team Participation							
Tech/Exec: Use of Considerations	Below Avg	Average	Above Avg				
Spacing							
Synchronization							
Arm/Motion Placement							
Uniformity							