BUILDING QUANTITY CHART

# of Athletes	Majority	Most	Max
5-11	1	1	2
12-15	1	2	3
16-19	2	3	4
20-23	3	4	5
24-31	4	5	6

STUNT DIFFICULTY - MAX BASELINE POINTS: 7.6
Stunt skills will only receive credit if they show control through the pop or transition to another skill.

5.0	Stunts performed do not meet the requirements listed below
6.0	Two (2) level appropriate skills performed by Majority
6.6	Three (3) level appropriate skills performed by Majority
6.8	Two (2) level appropriate skills performed by Most
7.0	Three (3) level appropriate skills performed by Most
7.2	One (1) elite skill performed by Most and One (1) level appropriate sill performed by Most
7.4	One (1) elite skills performed by Most and Two (2) level appropriate skills performed by Most
7.6	One (1) elite skills performed by Max and Two (2) level appropriate skills performed by Most

*All Skills performed must be different - Repeated skills will not count toward Stunt Difficulty Score.
Skills must be synchronized or rippled in order to earn credit for Stunt Difficulty.

STUNT BASELINE BOOSTERS - MAX POINTS: 0.4
Points in addition to baseline score.

Degree of Difficulty

0.0 - 0.2	Stunts will be assessed according to their variety of elements and the complexity and combinations of the skills used throughout the routine. *Refer to Degree of Difficulty Chart for further breakdown of this booster.

Pace & Flow

0.0	Skills did not show continuous movement, fluid connections or acceptable pace
0.1	Skills executed at a moderate pace with continuous transitions in and out
0.2	Skill executed at a quick/appropriate pace while showing seamless transitions in and out

BUILDING CHOREOGRAPHY/PRESENTATION - MAX POINTS: 4

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Use of visual and creative elements in building skills/transitions
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Confident performance/entertainment value during building skills and transitions

BUILDING QUANTITY CHART

# of Athletes	Majority	Most	Max
5-11	2	2	2
12-15	2	2	3
16-19	2	3	4
20-23	3	4	5
24-31	4	5	6

PYRAMID DIFFICULTY - MAX BASELINE POINTS: 7.2

0.0	Pyramid skills and/or structures performed did not meet criteria for scores listed below.
1.0	Zero (0) level appropriate skills. One (1) structure performed by Most
4.0	One (1) level appropriate skill. One (1) structure performed by Most
5.0	Two (2) different level appropriate skills. One (1) structure performed by Most
6.0	Two (2) different level appropriate skills. Two (2) structures performed by Most
6.8	Three (3) different level appropriate skills performed. Two (2) structures performed by Majority
7.0	Three (3) different level appropriate skills. Two (2) structures performed by Most
7.2	Three (3) different level appropriate skills. One (1) structure performed by Max. One (1) structure performed by Most

PYRAMID BASELINE BOOSTERS - MAX POINTS: 0.8

Points in addition to baseline score

Not Shown	Low	Moderate	High	Specific Drivers
0.0	0.2	0.3	0.4	Incorporation of elite stunt skills and level appropriate pyramid skills
0.0	0.2	0.3	0.4	Pace/Flow - Skills executed at a quick/appropriate pace while showing a seamless transitions in and out of skills

Low - Little to no use of specific driver throughout and/or in parts of pyramid

Moderate - Average use of specific driver throughout and/or in parts of pyramid

High - Exceptional use of specific driver throughout the entirety of pyramid

Jump/Tumbling Quantity Chart

# of Athletes	Majority	Most	Max
5-11	4	5	6
12-15	5	6	8
16-19	6	8	12
20-23	8	10	16
24-31	10	12	20

Teams with less than 7 members, 100% of team must perform skill to reach Max quantity

JUMP DIFFICULTY - MAX POINTS: 2

0.0	Less than Majority of the team performs an advanced jump
0.5	Majority of the team performs one (1) synchronized advanced jump
1.0	Most of the team performs one (1) synchronized advanced jump
1.5	Most of the team performs two (2) non-synchronized advanced jumps that show variety
2.0	Most of the team performs total of two (2) synchronized advanced jumps that show variety.

Tiny/Mini: Most of the team performs two (2) advanced jumps must be synchronized, but they do not need to include a variety.

TUMBLING CHOREOGRAPHY/PRESENTATION - MAX POINTS 4

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0 – 1.3	1.4 – 1.7	1.8 – 2.0	Innovative formations and use of the floor throughout routine
0.0	1.0 – 1.3	1.4 – 1.7	1.8 – 2.0	Confident performance during tumbling sections throughout routine

STANDING TUMBLING DIFFICULTY - MAX BASELINE POINTS: 7.7

5.0	Less than Majority of the team performs a level appropriate pass
6.8	Majority of the team performs a level appropriate pass
7.0	Most of the team performs a level appropriate pass
7.2	Max of the team performs a level appropriate pass
7.4	Majority of the team performs an elite level appropriate pass
7.6	Most of the team performs an elite level appropriate pass

VARIETY OF PASSES

0.1	Different passes are shown in the routine. Does not have to be level appropriate.

RUNNING TUMBLING DIFFICULTY - MAX BASELINE POINTS: 7.7

5.0	Less than the majority of the team performs a level apppropropriate pass
6.8	Majority of the team performs a level appropriate pass
7.0	Most of the team performs a level appropriate pass
7.2	Max of the team performs a level appropriate pass
7.4	Majority of the team performs an elite level appropriate pass
7.6	Most of the team performs an elite level appropriate pass

VARIETY OF PASSES

0.1	Different passes are shown in the routine. Does not have to be level appropriate.

STANDING TUMBLING BASELINE BOOSTERS - MAX POINTS: 0.3

Standing Tumbling Innovation

0.0 - 0.1	Passes executed with innovative elements

Degree of Difficulty

0.0-0.2	Complexity of the level specific skills utilized. The number of skills used in the pass as well as the use of different skills will be taken into consideration for this booster.

RUNNING TUMBLING BASELINE BOOSTERS - MAX POINTS: 0.3

Running Tumbling Innovation

0.0-0.1	Passes executed with innovative elements

Degree of Difficulty

0.0-0.2	Complexity of the level appropriate skills utilized. The number of skills used within the pass, as well as the use of different skills will be taken into consideration for this booster.

ROUTINE COMPOSITION/PRESENTATION - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.2	0.3	0.4	0.5	Continuous flow in transitions
0.0	0.2	0.3	0.4	0.5	Visual, engaging and entertaining
0.0	0.2	0.3	0.4	0.5	Confidence in execution of routine
0.0	0.2	0.3	0.4	0.5	Precise spacing and formations

Points combined to reach maximum score.

DANCE - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.2	0.3	0.4	0.5	Pace, flow and transitions
0.0	0.2	0.3	0.4	0.5	Performance and engagement
0.0	0.2	0.3	0.4	0.5	Level changes and intricate movements
0.0	0.2	0.3	0.4	0.5	Precise motions and synchronization

Points combined to reach maximum score.

ADDITIONAL STUNT/PYRAMID INFORMATION

- Body Positions: Stretch, Bow and Arrow, Arabesque, Scale and Scorpion.
- Lib, torch, hitch, and platform are not considered body positions.
- Release style stunts must be free of contact from the bottom of the foot to count towards difficulty credit as a release style skill
- Pyramid structures consist of two or more stunts connected to one another
- When Most/Max is used in the pyramid difficulty chart, it is only referring to the structures.
- Building Skills will get Stunt or Pyramid difficulty credit. They will not count in both categories at the same time. If the stunt is going to connect to another stunt, it will count as a pyramid skill.
- Refer to Rules Glossary for additional definition of skills - (Inversion, Tic Tok, Twist, Release Move, Release Style, Bracer, Etc)
- Must be fully released from all athletes on the performing surface to be considered a dismount. - Stunts that are not fully released from bases are always considered transitions.

ADDITIONAL TUMBLING INFORMATION

L1 - Cartwheel does not get standing tumbling credit.
Pauses, Steps, or Cleans between skills will not count as connected skills
Tumbling passes must land on feet ONLY to receive level appropriate difficulty credit (ex: Jump 3/4 front flip to seat, back handsprings which lands in a prone position would not count)
Jumps within a pass will not break up the pass (ex: Toe Touch - BHS - Toe Touch - BHS is 1 pass in L3
T-Jumps are not considered a jump and will break up a pass into two separate passes.
Skills that are illegal for a lower level do not automatically make them a Level Appropriate Skill for a higher level. L2 - No L1 skills out of a round-off that are illegal in L1 will count for level appropriate credit.
Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

ADDITIONAL JUMP INFORMATION

Jump skills must land on feet to be receive difficulty credit (ex: jumps that land on knee(s) or seat would not count)
Advanced Jumps: Pike, Right/Left Hurdler (Front or Side), Toe Touch
Jumps must use a whip approach to be considered connected. Whip approach: continuous movement through swing connecting 2 or more jumps.

OBJECTIVE VS. SUBJECTIVE SCORES

Subjective scores are assessments made by judges or officials based on their personal interpretation rather than objective, quantifiable measurements. Unlike objective scores that are determined by clear, measurable criteria, subjective scoring relies on the judges' observation and evaluation of the performance. The subjective areas of the scoresheet add an element of artistry and interpretation from the judge that is scoring the team.

The baseline score areas are objective areas of this scoresheet. The baseline boosters, choreography/presentation, and Routine & Dance portions of the scoresheet are subjective.
Additional objective areas: Jump Difficulty and Toss Difficulty

STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 10

**Stunt & Pyramid Technique are two separate scoring categories. Each category has a max of 10 points.

Impeccable	Good	Average	Needs Work	Specific Drivers
0.0	0.2	0.4	0.6	Flyer
0.0	0.2	0.4	0.6	Bases / Support Persons
0.0	0.2	0.4	0.6	Transitions
0.0	0.2	0.4	0.6	Timing & Synchronization

Points are based on occurrence and removed from the maximum possible score.

STUNT/PYRAMID TECHNIQUE DRIVER DEFINITIONS
Including but not limited to

Flyer	• Body control • Flexibility of body positions • Motion placement/accuracy • Uniformity among flyers	Bases/Support Persons	• Body control • Stability of the stunt • Technique in lifts and catches • Uniformity among groups
Transitions	• Entry • Dismount • Control throughout	Timing & Synchronization	• Timing of skills performed in groups or by the team at the same time

TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 10

**Standing & Running Tumbling Technique are two separate scoring categories. Each category has a max of 10 points.

Impeccable	Good	Average	Needs Work	Specific Drivers
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Timing & Synchronization

Points are based on occurrence and removed from the baseline score.

TUMBLING TECHNIQUE DRIVER DEFINITIONS
Including but not limited to

Approach	• Arm placement into a pass/skill • Body positioning at initiation of skill • Chest placement • Connection of pass/skills	Landings	• Controlled • Legs/feet together • Chest placement • Landing on feet • Completion of skills
Body Control	• Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Absorbing appropriately between skills	Timing & Synchonization	• Timing of skills performed in groups or by the team at the same time

JUMP TECHNIQUE DRIVERS - MAX POINTS: 4

Impeccable	Good	Average	Needs Work	Specific Drivers
0.0	0.1	0.2	0.3	Body Control
0.0	0.1	0.2	0.3	Approach (Swing)
0.0	0.1	0.2	0.3	Landings
0.0	0.1	0.2	0.3	Timing & Synchronization

Points are based on occurrence and removed from the baseline score.

JUMP TECHNIQUE DRIVER DEFINITIONS
Including but not limited to

Approach	• Arm placement into a jump • Swing/prep • Chest placement • Flow of connected jumps	Landings	• Controlled • Legs/feet together • Chest placement • Jump completion • Landing on feet
Body Control	• Head placement • Arm/shoulder placement • Hips/Height • Leg placement/positioning/height • Pointed toes	Timing & Synchonization	• Timing of skills performed in groups or by the team at the same time

Tumbling combinations listed below are EXAMPLES but are not limited to this document. Elite Stunt Skills ARE limited to this document

LEVEL APPROPRIATE SKILLS

STANDING TUMBLING	RUNNING TUMBLING
- Forward Roll - Straddle Roll - Backward Roll - Handstand - Handstand - Forward Roll - Backbend Kickover - Front Limber/Back Limber - Back Walkover 1 Arm Back Walkover - Back Extension Roll	- Cartwheel - Round Off - Front Walkover - Cartwheel - Back Walkover - Front Walkover - Cartwheel - Front Walkover - Round Off

ELITE LEVEL APPROPRIATE SKILLS

STANDING TUMBLING	RUNNING TUMBLING
- Elite Level Skills include two (2) or more connected level appropriate skills. - A pause, clean, or step between skills will not count as connected skills. - Forward Roll - Forward Roll - Backward Roll - Backward Roll - Back Walkover - Back Walkover - Valdez - Back Walkover - Back Extension Roll - Back Walkover THE FOLLOWING SINGLE SKILL ELEMENTS ARE ALSO ELITE SKILLS - Back Walkover Switch Leg - Valdez	- Elite Level Skills include three (3) or more connected level appropriate skills. - A pause, clean, or step between the skills will not count as connected skills. - Cartwheel - Cartwheel - Cartwheel - Cartwheel - Cartwheel - Round Off - Front Walkover - Cartwheel - Back Walkover (Variations)

Tumbling combinations listed below are EXAMPLES but are not limited to this document. Elite Stunt Skills ARE limited to this document

LEVEL APPROPRIATE SKILLS

STUNT INVERSION	STUNT RELEASE STYLE	STUNT TWISTING
• No inversions are allowed in Level 1	• Release style from Floor/Waist Level to Prep Level (Lib or 2 foot stunt) • Tic Toc Below Prep level (Lib to Lib) • Prep Level Tic Tock (Lib to Lib) • Release style from Prep level to prep level • Switch up to waist level 1 leg stunt	• 1⁄4 Twisting transition to below prep level • 1⁄4 Twisting transition to ground level • 1⁄4 Twisting transition from prep level • 1⁄4 Twisting Transition AT prep level to prep level stunt

ELITE LEVEL APPROPRIATE SKILLS

STUNT DISMOUNTS	STUNT RELEASE STYLE	STUNT TWISTING	STUNT-OTHER
• Straight cradle from prep level stunt.	• Tic Toc Below Prep level (Body Position to Body Position) • Prep Level Tic Tock (Lib to Body Position or Body Position to Lib) • Prep Level Tic Toc (Body Position to Body Position) • Switch Up from ground level to prep level body position • Tic Toc from 1 leg stunt at waist level to prep level body position	• 1⁄4 Twisting transition to prep from below prep level. (Prep = Flyer in an upright 2 foot stunt with feet under the hips. Straddle sits, shoudler sits, flat body positions, etc. do not count as a Prep (even if they are at Prep Level) • 1⁄4 Twisting transition from below prep level to prep level 1 leg stunt	• 1/4 Twisting Tic Toc at Prep Level • 1/4 Twisting Switch Up (Release from ground level to prep level) 1 leg stunt. • 1/4 Twisting Tic Toc at waist level - body position to body position. • 1/4 Twisting release from Waist Level to Prep Level 1 leg stunt. • 1/4 Twist release from prep level to prep level

All prep level single leg stunts require a hand/arm connection that is NOT the spotter.

*** Stunts can not be released from all bases and spotter unless going to a cradle.***

Tumbling combinations listed below are EXAMPLES but are not limited to this document. Elite Stunt Skills ARE limited to this document

LEVEL APPROPRIATE SKILLS

STANDING TUMBLING	RUNNING TUMBLING
• Back Handspring Variation • Back Handspring Step Out	• Cartwheel - BHS • RO - BHS • RO - BHS Step Out • Front Handspring

ELITE LEVEL APPROPRIATE SKILLS

STANDING TUMBLING	RUNNING TUMBLING
• Elite Level skills include two (2) or more connected skills, including at least one (1) level appropriate skill. • BWO Switch Leg - BHS • BHS Step Out - BWO - BHS • Valdez - BHS • Valdez - BHS Step Out • Back Extension Roll - Back Handspring • Back Walkover - Back Handspring • Back Walkover - Back Handspring Step Out	• Elite level skills include three (3) or more connected skills, including at least one (1) level appropriate skill. • CW - RO - BHS • RO - BHS Series • FWO - RO - BHS/BHS Series • RO - BHS - Rebound - RO - BHS **THE FOLLOWING SINGLE SKILL ELEMENTS ARE ALSO ELITE SKILLS** • Flyspring/Bounder

Tumbling combinations listed below are EXAMPLES but are not limited to this document. Elite Stunt Skills ARE limited to this document

LEVEL APPROPRIATE SKILLS

STUNT INVERSION	STUNT RELEASE STYLE	STUNT TWISTING	STUNT-OTHER	STUNT - DISMOUNT
• Inversion from ground level to below prep level • Inversion from ground level to prep level	• Tic toc at prep level (lib to lib) • Tic toc at prep level (lilb to body positon/body position to lib) • Release style to prep level lib (switch up) • Release style from waist level to prep level lib • Barrel/Log Roll	• 1/2 twisting transition to below prep level • 1/2 twisting transition to prep level	• Prep level 1 leg stunt • Extension • Leap frog variations	• Straight cradle from prep level 1 leg stunt • Straight cradle from extended stunt

** Stunts can not be released from all bases and spotter unless going to a cradle.*

ELITE LEVEL APPROPRIATE SKILLS

STUNT INVERSION	STUNT RELEASE STYLE	STUNT TWISTING	STUNT-OTHER	STUNT - DISMOUNT
• Inversion from ground level to extended stunt • Inversion from ground level to prep level body position	• Tic toc at prep level (body position to body position) • Release style from ground level to to prep level body position (switch up) • Release style from waist level to prep level body position	• 1/2 twisting transition to extended stunt • 1/2 twisting transition to prep level body position	• 1/2 twisting inversion to extended stunt • 1/2 twisting tic toc to prep level 1 leg stunt • 1/2 twisting inversion to prep level 1 leg stunt • 1/2 twisting release from prep to prep level body position.	• 1/4 Twisting dismount from prep level or higher to cradle

** Stunts can not be released from all bases and spotter unless going to a cradle.*

Tumbling combinations listed below are EXAMPLES but are not limited to this document. Elite Stunt Skills ARE limited to this document

LEVEL APPROPRIATE SKILLS

STUNT INVERSION	STUNT RELEASE STYLE	STUNT TWISTING	STUNT - DISMOUNT	STUNT - OTHER
• Inversion below prep level • Inversion at prep level • Downward inversion from below prep level • Inversion from prep level or below to to prep level	• Release to prep level or below • Tic Toc below prep level to below prep level • Tic Toc below prep level to prep level (lib to lib)	• 3/4 twisting transition to prep level 1 leg stunt • Full twisting transition below prep level • Full twisting transition to prep level or below • Full twist to/at prep level lib • 1/4 twist transition to extended 1 leg stunt	• Straight cradle from extended level 1 leg stunt	• Suspended roll with up to 1/2 twist • Extended 1 leg stunt • Full twisting tic tock (lib to lib) • Full twisting inversion to prep level or below

ELITE LEVEL APPROPRIATE SKILLS

STUNT INVERSION	STUNT RELEASE STYLE	STUNT TWISTING	STUNT-OTHER	STUNT - DISMOUNT
• Inversion to extended 1 leg stunt	• Tic toc prep level single leg to extended body position • Ball up or straddle up to prep level body position • Switch up from ground level to prep level body position • Release to prep level body position	• Full up to prep level body position • Full up to extended two leg stunt • 1/2 twisting transition to extended 1 leg stunt • Prep level full twisting transition to prep level body position	• Full twisting dismount to cradle from prep level or higher	• 1/2 twisting inversion to extended 1 leg stunt • Full twisting inversion to prep level lib or body position • Full twisting from prep level lib foot position to prep level body position • Full twisting suspended forward roll

Quantity of skills: Tumbling performed demonstrates a high percentage of the squad.

Utilization of connected skills: Skills performed demonstrate immediate transition from the completion of one skill to the initiation of the next skill.

Variety of skills: Utilization of different elements and/or skills. Tumbling performed includes a variety of skills within the skill set being shown. (Is a Jump included for standing tumbling? Is it 3 of the same skills connected? Is it 3 different skills connected?)

Value of Skills: Increased complexity of level specific skills demonstrated.

Utilization of minimal bases: Stunts performed demonstrate skills involving the least necessary number of athletes. (Additional athletes may be added to the traditional stunt group (4 athletes) in order to safely create and demonstrate skills.

Utilization of combined skills: Stunt elements demonstrate two or more skills performed as one. (Examples: a spinning tic toc, a spinning inversion, a multi trick toss, etc.)

Utilization of connected skills: Skills performed demonstrate immediate transition from the completion of one skill to the initiation of the next skill.

Movement and usage of floor: How the stunts performed change position, evolve, transition, and maneuver in reference to each other and the floor.

Variety of skills: Utilization of different elements and/or skills.

Quantity of skills: Display of a cumulative number of skills throughout the routine, performed by one or more groups.

Value of Skills: Increased complexity of level specific skills demonstrated.