



Elite Score Sheet

Level 1 - 3

BUILDING SCORE SHEET

Stunts

Difficulty		Baseline Boosters		Technique	
	7.6		0.4		10.0

NS	L	H	Baseline Boosters	I	Good	Avg	NW	Technique Drivers
0.0	0.1	0.2	Degree of Difficulty	0.0	0.2	0.4	0.6	Flyers
0.0	0.1	0.2	Pace and Flow	0.0	0.2	0.4	0.6	Base/Support Person
				0.0	0.2	0.4	0.6	Transitions
				0.0	0.2	0.4	0.6	Timing & Synchronization

Pyramids

Difficulty		Baseline Boosters		Technique	
	7.2		0.8		10.0

NS	L	M	H	Baseline Boosters	I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.3	0.4	Incorporation	0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.3	0.4	Pace and Flow	0.0	0.2	0.4	0.6	Base/Support Person
					0.0	0.2	0.4	0.6	Transitions
					0.0	0.2	0.4	0.6	Timing & Synchronization

Tosses

Difficulty				Technique	
	4.0				6.0

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.4	0.6	Base/Support Person
0.0	0.2	0.4	0.6	Height
0.0	0.2	0.4	0.6	Timing & Synchronization

Building Choreography/Presentation

Score			
	4.0		

NS	L	M	H	Choreography/Presentation
0.0	10-13	14-17	18-20	Visual/ Creative Elements
0.0	10-13	14-17	18-20	Confidence



Elite Score Sheet

Coed Level Senior Level 3

BUILDING SCORE SHEET

Stunts

Difficulty		Baseline Boosters		Technique	
	7.4		0.6		10.0

NS	L	H	Baseline Boosters				I	Good	Avg	NW	Technique Drivers	
0.0	0.1	0.2	Degree of Difficulty				0.0	0.2	0.4	0.6	Flyers	
0.0	0.1	0.2	Pace and Flow				0.0	0.2	0.4	0.6	Base/Support Person	
							0.0	0.2	0.4	0.6	Transitions	
0.0	0.1	0.2	Coed Style Stunt				0.0	0.2	0.4	0.6	Timing & Synchronization	

Pyramids

Difficulty		Baseline Boosters		Technique	
	7.2		0.8		10.0

NS	L	M	H	Baseline Boosters				I	Good	Avg	NW	Technique Drivers	
0.0	0.2	0.3	0.4	Incorporation				0.0	0.2	0.4	0.6	Flyers	
0.0	0.2	0.3	0.4	Pace and Flow				0.0	0.2	0.4	0.6	Base/Support Person	
								0.0	0.2	0.4	0.6	Transitions	
								0.0	0.2	0.4	0.6	Timing & Synchronization	

Tosses

Difficulty		Baseline Boosters		Technique	
	4.0				6.0

I	Good	Avg	NW	Technique Drivers	
0.0	0.2	0.4	0.6	Flyers	
0.0	0.2	0.4	0.6	Base/Support Person	
0.0	0.2	0.4	0.6	Height	
0.0	0.2	0.4	0.6	Timing & Synchronization	

Building Choreography/Presentation

Score		Baseline Boosters		Technique	
	4.0				

NS	L	M	H	Choreography/Presentation	
0.0	10-13	14-17	18-20	Visual/ Creative Elements	
0.0	10-13	14-17	18-20	Confidence	



Elite Score Sheet

Level 4 - 7

BUILDING SCORE SHEET

Stunts

Difficulty		Baseline Boosters		Technique	
	7.4		0.6		10.0

NS	L	M		H	Baseline Boosters
0.0	0.1	0.2	0.3	0.4	Degree of Difficulty
0.0	0.1	0.2			Pace and Flow

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.4	0.6	Base/Support Person
0.0	0.2	0.4	0.6	Transitions
0.0	0.2	0.4	0.6	Timing & Synchronization

Pyramids

Difficulty		Baseline Boosters		Technique	
	7.2		0.8		10.0

NS	L	M	H	Baseline Boosters
0.0	0.2	0.3	0.4	Incorporation
0.0	0.2	0.3	0.4	Pace and Flow

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.4	0.6	Base/Support Person
0.0	0.2	0.4	0.6	Transitions
0.0	0.2	0.4	0.6	Timing & Synchronization

Tosses

Difficulty				Technique	
	4.0				6.0

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.4	0.6	Base/Support Person
0.0	0.2	0.4	0.6	Height
0.0	0.2	0.4	0.6	Timing & Synchronization

Building Choreography/Presentation

Score					
	4.0				

NS	L	M	H	Choreography/Presentation
0.0	10-13	14-17	18-20	Visual/ Creative Elements
0.0	10-13	14-17	18-20	Confidence



Elite Score Sheet

Coed Level 4 - 7

BUILDING SCORE SHEET

Stunts

Difficulty		Baseline Boosters		Technique	
	7.4		0.6		10.0

NS	L	M	H	Baseline Boosters	I	Good	Avg	NW	Technique Drivers	
0.0	0.1	0.2	0.3	0.4	Degree of Difficulty	0.0	0.2	0.4	0.6	Flyers
0.0	0.1	0.2			Pace and Flow	0.0	0.2	0.4	0.6	Base/Support Person
						0.0	0.2	0.4	0.6	Transitions
0.0	0.1	0.2		Coed Style Stunt		0.0	0.2	0.4	0.6	Timing & Synchronization

Pyramids

Difficulty		Baseline Boosters		Technique	
	7.2		0.8		10.0

NS	L	M	H	Baseline Boosters	I	Good	Avg	NW	Technique Drivers	
0.0	0.2	0.3	0.4		Incorporation	0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.3	0.4		Pace and Flow	0.0	0.2	0.4	0.6	Base/Support Person
						0.0	0.2	0.4	0.6	Transitions
						0.0	0.2	0.4	0.6	Timing & Synchronization

Tosses

Difficulty		Baseline Boosters		Technique	
	4.0				6.0

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Flyers
0.0	0.2	0.4	0.6	Base/Support Person
0.0	0.2	0.4	0.6	Height
0.0	0.2	0.4	0.6	Timing & Synchronization

Building Choreography/Presentation

Score		Baseline Boosters		Technique	
	4.0				

NS	L	M	H	Choreography/Presentation
0.0	10-13	14-17	18-20	Visual/ Creative Elements
0.0	10-13	14-17	18-20	Confidence



Elite Score Sheet

Level 1 - 3

TUMBLING SCORE SHEET

Standing Tumbling

Difficulty

Baseline Boosters

Technique

7.7

.3

10.0

0.0	0.1		Variety of Passes
NS	L	H	Baseline Boosters
0.0	0.1		Standing Tumbling Innovation
0.0	0.1	0.2	Degree of Difficulty

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Timing & Synchronization

Running Tumbling

Difficulty

Baseline Boosters

Technique

7.7

.3

10.0

0.0	0.1		Variety of Passes
NS	L	H	Baseline Boosters
0.0	0.1		Running Tumbling Innovation
0.0	0.1	0.2	Degree of Difficulty

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Timing & Synchronization

Jumps

Difficulty

Baseline Boosters

Technique

2.0

4.0

	Difficulty Drivers
0.0	Less than Majority performs adv. jump
0.5	Majority performs one (1) adv. jump
1.0	Most performs one (1) adv. jump
1.5	Most performs two (2) adv. jumps
2.0	Most performs three (3) adv. jumps

I	Good	Avg	NW	Technique 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

Tumbling Choreography/Presentation

Score

4.0

NS	L	M	H	Choreography/Presentation
0.0	10-13	14-17	18-20	Innovative formations
0.0	10-13	14-17	18-20	Confidence



Elite Score Sheet

Level 4 - 7

TUMBLING SCORE SHEET

Standing Tumbling

Difficulty

Baseline Boosters

Technique

7.5

0.5

10.0

0.0	0.1		Variety of Passes	
NS	L	M	H	Baseline Boosters
0.0	0.1			Standing Tumbling Innovation
0.0	0.1	0.2	0.3	0.4
				Degree of Difficulty

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Timing & Synchronization

Running Tumbling

Difficulty

Baseline Boosters

Technique

7.5

0.5

10.0

0.0	0.1		Variety of Passes	
NS	L		H	Baseline Boosters
0.0	0.1			Standing Tumbling Innovation
0.0	0.1	0.2	0.3	0.4
				Degree of Difficulty

I	Good	Avg	NW	Technique Drivers
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Timing & Synchronization

Jumps

Difficulty

Baseline Boosters

Technique

2.0

4.0

	Difficulty Drivers
0.0	Less than Majority performs adv. jump
0.5	Majority performs one (1) adv. jump
1.0	Most performs one (1) adv. jump
1.5	Most performs two (2) adv. jumps
2.0	Most performs three (3) adv. jumps

I	Good	Avg	NW	Technique 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

Tumbling Choreography/Presentation

Score

4.0

NS	L	M	H	Choreography/Presentation
0.0	10-13	14-17	18-20	Innovative formations
0.0	10-13	14-17	18-20	Confidence



Elite Score Sheet

Routine & Dance

ROUTINE COMPOSITION/PRESENTATION - MAX POINTS: 2

Total

2.0

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

Total

2.0

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.

Total



Legality Score Sheet

LEGALITY SCORE SHEET			
Tumbling/General Rule Legality	# OF Tumbling/General	POINT VALUE	TOTAL DEDUCTIONS
		.1	
Minor Legality - <ul style="list-style-type: none"> Building Skill Violation - Less than 50% of the groups perform a skill that is illegal for that level. Early release or late connection for required bracer in pyramids. 	# of Minor	Point Value	TOTAL DEDUCTIONS
		.1	
Major Legality - <ul style="list-style-type: none"> Building Skill Violation - 50% or more of the groups perform a skill that is illegal for that level. 	# of Major	Point Value	TOTAL DEDUCTIONS
		0.25	
Building Safety Concern <ul style="list-style-type: none"> If a skill is missing the required number of athletes to perform the skill legally. (Not having enough catchers on released flips in pyramids, not having the number of required catchers for a cradle, etc.) If a skill is performed illegally and appears to be inherently dangerous and/or unsafe- regardless of the number of building groups. All Level Rules 	# of BSC	Point Value	TOTAL DEDUCTIONS
		0.5	

TOTAL DEDUCTIONS _____



Elite Score Sheet

DEDUCTIONS SCORE SHEET

Athlete Fall	# of Athlete Falls	Point Value	Total
		0.25	
<ul style="list-style-type: none"> • Drops to the performance floor during tumbling, and/or jump skills. • Hand, both hands, knee, both knees, or head hitting the performance floor while performing a tumbling or jump skill or tumbling transition in and/or out of a building skill. 			
Building Fall	# of Building Falls	Point Value	Total
		0.75	
<ul style="list-style-type: none"> • Flyer falls from a stunt onto a base or spotter and does not hit the floor and does not maintain control - also includes falling into a cradle or a base falling during any portion of the stunt. • Base/Spotter Falls to the ground. • Athletes that fall as they are being set out of cradle/stunt transition 			
Major Building Fall	# of Major Building Falls	Point Value	Total
		1.25	
<ul style="list-style-type: none"> • Flyer falls from a stunt and flyer hits the ground in an unsafe manner. (including hands on the floor during prone catches, feet on the floor during cradles) • Flyer falls onto the base/spotter and the base/spotter hits the ground. <i>*Stunts that pop off due to safety do not constitute a Major Building Fall.</i> <i>*Athletes that fall as they are being set out of a cradle are not considered major building falls.</i> 			
Out of Bounds	# of Violations	Point Value	Total
		0.25	
<ul style="list-style-type: none"> • Both feet off of the performance surface. Performance surface includes any borders attached to the performance floor. 			