

Squad Name: _____

Division: _____

Score	Point Value	Judging Categories	Technical Deductions	Comments & Suggestions
	10	Jumps	<input type="checkbox"/> Form <input type="checkbox"/> Height <input type="checkbox"/> Pointed Toes <input type="checkbox"/> Variety <input type="checkbox"/> Other	
	10	Standing Tumbling	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Pointed Toes <input type="checkbox"/> Straight Legs <input type="checkbox"/> Legs Together <input type="checkbox"/> Other	
	10	Running Tumbling	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Pointed Toes <input type="checkbox"/> Straight Legs <input type="checkbox"/> Legs Together <input type="checkbox"/> Other	
	20	Pyramids	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Transitions <input type="checkbox"/> Flexibility <input type="checkbox"/> Tightness <input type="checkbox"/> Synchronization <input type="checkbox"/> Dismount <input type="checkbox"/> Other	
	20	Partner Stunts	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Transitions <input type="checkbox"/> Flexibility <input type="checkbox"/> Tightness <input type="checkbox"/> Synchronization <input type="checkbox"/> Dismount <input type="checkbox"/> Other	
	10	Tosses	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Variety <input type="checkbox"/> Height <input type="checkbox"/> Synchronization <input type="checkbox"/> Other	
	10	Dance/Motions	<input type="checkbox"/> Sharpness <input type="checkbox"/> Precision/Placement <input type="checkbox"/> Synchronization <input type="checkbox"/> Formation <input type="checkbox"/> Transitions <input type="checkbox"/> Level	
	10	Creativity/Choreography	<input type="checkbox"/> Originality <input type="checkbox"/> Visual Effects <input type="checkbox"/> Seamless <input type="checkbox"/> Entertainment Value <input type="checkbox"/> Transitions	
	20	Perfections of Routine	Total Number of Deductions	
	120	Total 120		<u>Judges' Signature</u>
		<u>Judges Number</u>		

Stunts	Pyramids	Tosses	Standing Tumbling	Running Tumbling	Jumps	Dance Motions
1-4	1-4	1-4	1-4	1-4	1-4	1-4
Extension preps Or One Leg Variations below Prep Level performed by majority of team	Pyramids at Prep Level and below	Basic Straight Rides	Basic Tumbling <ul style="list-style-type: none"> • Forward/Back Rolls • Back bend Kick over No Handsprings	Basic Tumbling Cartwheels Round-offs No Round off handsprings	Basic Jumps (i.e.: side hurdler, spread eagle) No combination jump Performed by majority of team	No transitions, or Level Changes Below Average Level Execution
5-9	5-9	5-6	5-6	5-6	5-6	6-7
Extensions or One Leg Variations at Prep level with 2 or more body positions performed by majority of team	Extended Pyramid with only one pyramid performed by majority of team	Non-Twisting Tosses i.e. Toe Touch, Kick Arch, Pike Arch	Basic Tumbling Forward/Back Rolls Back bend kick over Performed by majority of team Back Handsprings performed by less than ½ of the members on the team	Basic Tumbling Cartwheels Round-offs Performed by majority of team Round off Back Handsprings performed by less than ½ of the members on the team	Single Jump in routine. Jump must be either: A Toe Touch, Front Hurdler, Double 9, or Pike Jump Performed by majority of team With at least level execution	No transitions, or Level Changes Average Level of Execution

10-14	10-14	6-8	6-8	6-8	6-8	6-8
One Legged Extended stunts with one-two body position with a straight cradle performed by majority of team	Extended Pyramids Dismounts must be a full down from at least prep level stunts	Any Basket with a single twist i.e. straight twisting baskets	Standing back handsprings performed by at least ½ of the team	Round off back handsprings performed by at least ½ of the team	Single jump sequence with no combination. Jump sequence must include at least two of following skills: (Toe Touch, Front Hurdler, Double 9, or Pike Jump) Skills must be performed by majority of teams at average skill level	Minimal: (2 or less) Transitions, Level Changes Includes Variety of Movement, Footwork, and Floor work Average Level of Execution
15-20	15-20	8-10	8-10	8-10	8-10	8-10
One Legged Extended stunt with two or more body positions. In order to score 15-17 flyers must full down. To score 17-20 flyer must double down. Skills should be performed by majority of team	Extended Pyramid with two or more body positions with full down from extended stunts. Double full downs will score higher	Any basket-tosses with a body position and a twist. i.e. Kick Full, Star Full Double twisting baskets will score you higher	Any jump connected with a back handspring Standing back tucks performed by ½ of the teams	Running tumbling performed ¾ of teams or more. Advance passes i.e. tucks, layouts and full, performed by 3 or more members of the team	Double jump combination involving Toe Touches, Double 9, Front Hurdlers, and Pike Jumps, performed by a majority of the team with level execution	Multiple: (2 or more) Transitions, Level Changes Includes Variety of Movement, Footwork, and Floor work Above Average level execution