

STUNT DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by most of team, 1 of which is Elite level appropriate.
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are Elite level appropriate.

BUILDING QUANTITY CHART			
# of ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST
5 - 11			1
12 - 15		1	2
16 - 19	1	2	3
20 - 23	1 - 2	3	4
24 - 27	1 - 3	4	5
28 - 30	1 - 3	4	6
31 - 36	1 - 4	5	7

TOSS DIFFICULTY	
3.5	Tosses are thrown, but none are level appropriate
4.0	Less than a majority performs a level appropriate toss
4.5	Majority performs a level appropriate toss (cumulative throughout routine)
5.0	Majority performs a level appropriate toss (synchronized or rippled in the same section)

PYRAMID DIFFICULTY		
2.5	Skills in which the top person is only connected to a bracer standing on the ground	
A team is eligible for the ranges below if their pyramid consists of 2 or more directly connected top persons.		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by most of the team

STUNT QUANTITY	
(BASED ON A TRADITIONAL GROUP OF 4, RIPPLED OR SYNCHRONIZED)	
3.5	Skills performed that do not meet the 4.0 requirement
4.0	Less than a Majority of the team performs a level appropriate building skill
4.2	Majority of the team performs a level appropriate building skill
4.4	Most of the team performs a level appropriate building skill
4.6	Less than a Majority of the team performs the <u>same</u> ELITE building skill
4.8	Majority of the team performs the <u>same</u> ELITE building skill
5.0	Most of the team performs the <u>same</u> ELITE building skill

(N/A) * Tosses cannot be performed in level 1, mini level 2, or Special Athlete divisions.

TOSS TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, body position, synchronization and height.
4.0 - 4.5	Most skills performed with average execution, body position, synchronization and height.
4.5 - 5.0	Most skills performed with above average execution, body position, synchronization and height.

STUNT/PYRAMID TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, stability, uniformity, body position, and synchronization.
4.0 - 4.5	Most skills performed with average execution, stability, uniformity, body position, and synchronization.
4.5 - 5.0	Most skills performed with above average execution, stability, uniformity, body position, and synchronization.

STUNT/PYRAMID CREATIVITY	
2.0 - 2.3	Less than 50% of the skills incorporate visual, unique, or innovative ideas. This includes level and non-level appropriate skills.
2.3 - 2.5	50% of the stunt skills incorporate visual, unique, or innovative ideas. This includes level and non-level appropriate skills.

DANCE	
9.0 - 10.0	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

PERFORMANCE	
9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

ROUTINE COMPOSITION	
9.0 - 10.0	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal.

STANDING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Majority of team performs a level appropriate pass
4.0 - 4.5	MID	Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass
4.5 - 5.0	HIGH	Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass, plus a Majority of the team performs an additional level appropriate pass.

TUMBLING/JUMP QUANTITY CHART		
# of Athletes	Majority	Most
5 - 7	3	4
8 - 9	4	6
10 - 11	5	7
12 - 14	6	9
15 - 16	7	11
17 - 19	8	12
20 - 22	10	15
23 - 25	11	17
26 - 27	13	19
28 - 30	14	21
31 - 36	15	23

RUNNING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of team performs a level appropriate pass

JUMP DIFFICULTY	
3.5	Skills performed do not meet the 4.0 requirement
4.0	Most of team performs 1 advanced jump
4.5	Most of team performs 2 connected* advanced jumps, which must be synchronized and include variety.
5.0	Most of team performs 3 connected* advanced jumps, or 2 connected advanced jumps plus 1 additional advanced jump. All jumps must be synchronized and the sequence should include two types of variety.
<p>* Tiny and Mini teams do not have to connect jumps. Pee Wee, Youth, Junior, and Senior teams must use a whip approach to be considered connected.</p>	
<p><u>BASIC JUMPS</u>: Spread Eagle, Tuck Jump <u>ADVANCED JUMPS</u>: Pike, Front or Side Hurdlers, Toe Touch, Double Nine</p>	

TUMBLING/JUMP TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, uniformity, body position, synchronization, and power.
4.0 - 4.5	Most skills performed with average execution, uniformity, body position, synchronization, and power.
4.5 - 5.0	Most skills performed with above average execution, uniformity, body position, synchronization, and power.