

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 <b>most</b> of team

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 <b>most</b> of the team

BUILDING QUANTITY CHART	
# of ATHLETES	MOST
5 - 11	1
12 - 15	2
16 - 19	3
20 - 23	4
24 - 27	5
28 - 30	6
31 - 38	7

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.

BUILDING TECHNIQUE	
3.5 - 4.0	Most skills performed with <b>below average</b> execution, stability, uniformity, body position, and synchronization
4.0 - 4.5	Most skills performed with <b>average</b> execution, stability, uniformity, body position, and synchronization.
4.5 - 5.0	Most skills performed with <b>above average</b> execution, stability, uniformity, body position, and synchronization.

STANDING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	<b>Majority</b> of team performs a level appropriate pass

TUMBLING/JUMP QUANTITY		
# 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 - 38	15	23

RUNNING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	<b>Less than majority</b> of the team performs a level appropriate pass

JUMP DIFFICULTY	
3.5	Skills performed do not meet the 4.0 requirement
4.0	<b>Most</b> of team performs 1 advanced jump
4.5	<b>Most</b> of team performs 2 connected* advanced jumps, which must be synchronized and include variety.
* 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.	

BASIC JUMPS: Spread Eagle, Tuck Jump     ADVANCED JUMPS: Pike, Front or Side Hurlers, Toe Touch, Double Nine

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.

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

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.