

## CATEGORY DIFFICULTY

- \* Majority of the team must perform the stunt, pyramid, toss, jump, standing tumbling, and running tumbling skill set to ensure credit is earned in a desired range. Skills performed by less than majority of the team will earn a score in a lower range. Ranges are pre-determined based upon the difficulty of the skill. *Refer to the scoring grid for further*
  - \* Stunting skills must be performed by majority simultaneously or in a ripple to receive credit. Single and multiple stunt sequences will be credited throughout the routine to help drive your score within the range.
  - \* Pyramid skills will be cumulatively counted throughout the routine.
  - \* Jumps must be performed by majority simultaneously. To achieve a 5.0, the jump sequence must include Variety. A team must perform at least 2 types of advanced jumps in their sequence to meet the variety requirement.
  - \* Tumbling skills must be performed by majority, and will be cumulatively added throughout the routine. Synchronization is not required but can increase your score within the range.
  - \* Toss skills must be performed by majority simultaneously or in a ripple to receive credit. Single and multiple toss sequences will be credited throughout the routine to help drive your score within the range.
  - \* Tosses must be performed by majority simultaneously or in a ripple to receive credit. Single and multiple toss sequences will be credited throughout the routine.
- \* The scoring grid lists required skills your team must do qualify for the range. Performing additional skills within the same difficulty level can increase the teams score in the range. *Refer to the division skills grid for additional information.*

## ROUTINE STRUCTURE

- \* The maximum routine time can be no longer than 2 minutes and 30 seconds.
  - \* Teams that exceed 2:30 will receive the following deduction:
    - .01 - 2.99 seconds will result in a warning.
    - 3 - 5.99 seconds over time will result in a .5 deduction
    - 6 or more seconds over time will result in a 1.0 deduction
- \* Routines can consist of all cheer, or a cheer/chant and music. (The routine cannot consist of only music.) It is the decision of the team to determine how long the cheer/chant or music section should be. The time will begin with the first synchronized movement. The time will not be paused once the routine has begun.
- \* The cheer or chant can be performed without or with a back beat. However, no voice-overs or words may be recorded during the cheer/chant section.
  - \* Teams that use voice-overs or recorded words during the cheer/chant section will receive a .5 deduction.

## RULES

- \* All teams must adhere to AACCA Safety Rules.

### DIFFICULTY DRIVERS

- \* Percent of team participation
- \* Complexity of skill/sequence
- \* Pace of sequence and speed of skill

### BUILDING TECHNIQUE DRIVERS

- \* Stability/Control
- \* Flyer Position/Flexibility/Technique
- \* Base Position/Technique
- \* Timing/Synchronization
- \* Height (*Applies to Tosses only*)

### TUMBLING TECHNIQUE DRIVERS

- \* Appropriate Fluidity/Power/Speed
- \* Control
- \* Timing/Synchronization
- \* Body Position (Core/Arms/Head/Legs/Chest/Toes)

### JUMP TECHNIQUE DRIVERS

- \* Height
- \* Control
- \* Timing/Synchronization
- \* Flexibility/Leg & Hip Placement
- \* Position/Arm & Chest Placement

### MOTION/DANCE DRIVERS

- \* Body Placement/Position/Alignment
- \* Sharpness & Strength of Movement
- \* Pace of Arm Movement & Footwork
- \* Variety of Formations & Level Changes