



2018 - 2019 PERFORMANCE REC- TRADITIONAL SCORING SYSTEM - BUILDING

STUNT DIFFICULTY

3.0 - 3.5	BELOW	Majority of the stunts are Level 1
3.5 - 4.0	LOW	Majority of the stunts are Level 2
4.0 - 4.5	MID	Majority of the stunts are Level 3

of groups, # of skills, variety & level difficulty will help increase score within range.

*** Judges discretion of difficulty variables may involve decreasing or increasing score out of above designated range

TOSS DIFFICULTY (Junior & Senior)

4.0	Performs a Straight Ride by Majority
4.5	Majority of the team performs 1 skill
5.0	Majority of the team performs 2 or more skills

***Any Division besides Junior & Senior may include basket tosses in their routine but will not receive a difficulty or technique score.

STUNT/TOSS QUANTITY CHART

# OF ATHLETES	MAJORITY
5 - 11	1
12 - 15	2
16 - 19	3
20 - 23	4
24 - 27	5
28 - 30	6
31 - 36	7

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

PYRAMID DIFFICULTY (Based on avg of 3 skills)

3.0 - 3.5	BELOW	Majority of the Pyramid are Level 1
3.5 - 4.0	LOW	Majority of the Pyramid are Level 2
4.0 - 4.5	MID	Majority of the Pyramid are Level 3

of groups, # of skills/structures, variety & level difficulty will help increase score within range.

*** Judges discretion of difficulty variables may involve decreasing or increasing score out of above designated range

TECHNIQUE

3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form

STUNT/PYRAMID DRIVERS	TOSS DRIVERS
Top Person/Body Control Bases/Spotters/Stability of the Stunt Entries/Transitions/Dismounts Obvious Mistakes Synchronization	Top Person Bases/Spotters Height Cradle Synchronization/Timing



2018 - 2019 PERFORMANCE REC- TRADITIONAL SCORING SYSTEM - TUMBLING

STANDING TUMBLING DIFFICULTY

3.0 - 3.5	BELOW	Majority of the Tumbling Skills are Level 1
3.5 - 4.0	LOW	Majority of the Tumbling Skills are Level 2
4.0 - 4.5	MID	Majority of the Tumbling Skills are Level 3

of athletes, # of skills, variety & level difficulty will help increase score within range.

*** Judges discretion of difficulty variables may involve decreasing or increasing score out of above designated range Cumulative

RUNNING TUMBLING DIFFICULTY

3.0 - 3.5	BELOW	Majority of the Tumbling Skills are Level 1
3.5 - 4.0	LOW	Majority of the Tumbling Skills are Level 2
4.0 - 4.5	MID	Majority of the Tumbling Skills are Level 3

of athletes, # of skills, variety & level difficulty will help increase score within range.

*** Judges discretion of difficulty variables may involve decreasing or increasing score out of above designated range Cumulative

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronization of passes
- Variety of passes

TECHNIQUE

3.5 - 4.0	Less than 50% of the athletes execute excellent precision and for												
4.0 - 4.5	50% of the athletes execute excellent precision and form												
4.5 - 5.0	75% of the athletes execute excellent precision and form												
<table> <tr> <th>STANDING/RUNNING TUMBLING DRIVERS</th><th>JUMP DRIVERS</th></tr> <tr> <td>Approach</td><td>Arm Placement</td></tr> <tr> <td>Speed</td><td>Leg Placement Hyperextension/</td></tr> <tr> <td>Body Control</td><td>Height Landings Synchronization</td></tr> <tr> <td>Landings</td><td></td></tr> <tr> <td>Synchronization</td><td></td></tr> </table>		STANDING/RUNNING TUMBLING DRIVERS	JUMP DRIVERS	Approach	Arm Placement	Speed	Leg Placement Hyperextension/	Body Control	Height Landings Synchronization	Landings		Synchronization	
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JUMP DIFFICULTY

3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 advanced jumps.

Teams must perform the required skill set or they will be given a lower score. BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST
5 - 7	2	3
8 - 9	4	5
10 - 11	5	6
12 - 14	6	7
15 - 16	7	9
17 - 19	8	10
20 - 22	10	12
23 - 25	11	13
26 - 27	13	15
28 - 30	14	16
31 - 36	15	18



2018 - 2019 PERFORMANCE REC- TRADITIONAL SCORING SYSTEM - OVERALL

DANCE

9.0 - 10	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.
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ROUTINE COMPOSITION

9.0 - 10	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.
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9.0 - 10	A team's ability to seamlessly demonstrate ZYZ VWaXWkS' VVUfW Wf1 Z'W S' fS' [YWgf' VWZgdSe_ S' V6Zai _ S' eZb incorporation of props (signs, poms, flags, etc) This includes overall impression and crowd appeal along with loud, clear projected voices and pace of the cheer.
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STUNT CREATIVITY

2.0 - 2.5	Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills
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PYRAMID CREATIVITY

2.0 - 2.5	Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills
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