

Event:  
Team:  
Division:

Team Number:  
Day:  
Panel:

# Athletes	
# of Males	



# BUILDING – ALLSTAR

<b>STUNT DIFFICULTY</b>		<b>Degree of difficulty; % of team participation (÷ 4); minimal use of bases; variety of load-ins, dismounts and transitions; additional skills and combination of skills (non-level included). Coed = usage of coed skills</b>	
No skills performed	0		
Low difficulty	0 - 8		
Average to above average difficulty	8 - 16		
Very difficult skills	16 - 20		
<b>STUNT EXECUTION</b>		<b>Demonstrated ability of technique, stability, flexibility and synchronization in stunts</b>	
No skills performed	0		
Below average execution	0 - 8		
Average to above average execution	8 - 16		
Excellent execution	16 - 20		
<b>PYRAMID DIFFICULTY</b>		<b>Degree of difficulty; % of team participation; minimal use of bases; variety of load-ins, dismounts and transitions; additional building skills and combination skills (non-level included)</b>	
No skills performed	0		
Low difficulty	0 - 8		
Average to above average difficulty (with 2 or more structures)	8 - 16		
Very difficult skills (with 2 or more structures)	16 - 20		
<b>PYRAMID EXECUTION</b>		<b>Demonstrated ability of technique, stability, flexibility and synchronization in pyramids</b>	
No skills performed	0		
Below average execution	0 - 8		
Average to above average execution	8 - 16		
Excellent execution	16 - 20		
<b>BUILDING CREATIVITY</b>		<b>Demonstrated innovative, visual, unique and intricate skills (includes tosses if executed)</b>	
Below average creativity	0 - 4		
Average to above average creativity	4 - 8		
Excellent creativity	8 - 10		
<b>EXCLUDED IN LEVEL 1 &amp; MINI 2</b>			
<b>TOSS DIFFICULTY</b>		<b>Degree of difficulty; % of team participation (÷ 5); additional skills; height; variety and combination of skills (level &amp; non-level except L2)</b>	
No skills performed	0		
Low difficulty	0 - 2		
Average to above average difficulty	2 - 4		
Very difficult skills	4 - 5		
<b>TOSS EXECUTION</b>		<b>Demonstrated ability of technique, flexibility, synchronization and uniformity of toss height</b>	
No skills performed	0		
Below average execution	0 - 2		
Average to above average execution	2 - 4		
Excellent execution	4 - 5		

<b>Total / 100</b>	
<b>(No Tosses / 90)</b>	

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CHEER CANADA

# TUMBLING – ALLSTAR

<b>JUMP EXECUTION/DIFFICULTY</b>		Degree of difficulty (variety, combinations, type of jump, flexibility & strength required for jump type); % of team participation; synchronization; height of jump(s)
No skills performed	0	
Jump skills executed with poor to below average technique, perfection, flexibility and synchronization	0 - 2	
Jump skills executed with average to above average technique, perfection, flexibility and synchronization	2 - 4	
Jump skills executed with excellent technique, perfection, flexibility and synchronization	4 - 5	
		J /5

## EXCLUDED IN NON-TUMBLING DIVISIONS

<b>STANDING TUMBLING DIFFICULTY</b>		Degree of difficulty; percent of team participation; variety and combination of skills; synchronization of skills
No skills performed	0	
Non-difficult skills/passes	0 - 2	
Average to above average difficulty in skills/passes	2 - 4	
Very difficult skills/passes	4 - 5	
		TD /5

<b>RUNNING TUMBLING DIFFICULTY</b>		Degree of difficulty; percent of team participation; variety and combination of skills; synchronization of skills
No skills performed	0	
Non-difficult passes. Minimal athletes per pass; minimal synchronized passes; below average synchronization; below average difficulty	0 - 2	
Moderately difficult passes. Minimal athletes per pass; minimal synchronized passes; average to above average synchronization; average to above average difficulty	2 - 4	
Very difficult passes. Many athletes per pass; multiple synchronized passes; excellent synchronization; high degree of difficulty	4 - 5	
		NOTE: In Levels 1-4, individual tumbling passes (tumbling passes by a single person) will not be considered in the difficulty score
		RTD /5

<b>TUMBLING EXECUTION</b>		Demonstrated ability of technique and synchronization (execution, body positioning, control, speed, height, landings, timing/synchronization, uniformity of technique)
No skills performed	0	
Below average technique and synchronization	0 - 2	
Average to above average technique and synchronization	2 - 4	
Excellent technique and synchronization	4 - 5	
		TE /5

<b>Total / 20</b> <b>(Non-Tumble /5)</b>	
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# OVERALL – ALLSTAR

DANCE		
No dance performed.	0	
Dance incorporates <b>minimal</b> level and formation changes with dance skills that create <b>minimal</b> visual effects with seamless transitions. <b>Minimal</b> footwork, partner work and floor work. Performed with <b>low</b> energy and entertainment value. Dance skills/elements performed with <b>below average</b> technique, perfection, synchronization, and uniformity. <b>Slow</b> pace.	0 - 2	
Dance incorporates <b>some</b> level and formation changes with dance skills that create <b>some</b> visual effects with seamless transitions. <b>Some</b> footwork, partner work and floor work. Performed with <b>average/above average</b> energy and entertainment value. Dance skills/elements performed with <b>average/above average</b> technique, perfection, synchronization and uniformity. <b>Average/above average</b> pace.	2 - 4	
Dance incorporates <b>multiple</b> level and formation changes with dance skills that create <b>many</b> visual effects with seamless transitions. <b>Variety</b> of footwork, partner work and floor work. Performed with <b>high</b> energy and entertainment value. Dance skills/elements performed with <b>excellent</b> technique, perfection, synchronization and uniformity. <b>Strong</b> pace.	4 - 5	
		D /5
ROUTINE CREATIVITY		
<b>Minimal</b> incorporation of innovative, visual, unique and intricate ideas.	0 - 2	
<b>Average to above average</b> incorporation of innovative, visual, unique and intricate ideas.	2 - 4	
<b>Excellent</b> incorporation of innovative, visual, unique and intricate ideas.	4 - 5	
		RC /5
FORMATIONS / TRANSITIONS		
<b>Below average</b> in spacing and seamless patterns of movement. <b>Below average</b> degree of difficulty with timing problems throughout routine along with <b>poor to below average</b> use of floor and <b>minimal</b> visual elements.	0 - 4	
<b>Average to above average</b> spacing and seamless patterns of movement. <b>Average to above average</b> degree of difficulty, <b>few</b> timing problems with <b>average to above average</b> use of floor and visual elements.	4 - 8	
<b>Excellent</b> spacing, seamless patterns of movement and degree of difficulty. Formation changes are <b>cleanly</b> executed with <b>little to no</b> timing problems. Formation changes throughout routine that add to visuals and <b>excitement</b> of routine. <b>Great</b> use of total floor.	8 - 10	
		F/T /10
OVERALL ROUTINE IMPRESSION AND SHOWMANSHIP		
<b>Below average</b> effectiveness in performing a comprehensive and positive memorable experience.	0 - 4	
<b>Average to above average</b> effectiveness in performing a comprehensive and positive memorable experience.	4 - 8	
<b>Excellent</b> effectiveness in performing a comprehensive and positive memorable experience.	8 - 10	
		I&S /10

<b>Total / 30</b>	
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