

Event:
Team:
Division:

Team Number:
Day:
Panel:

# Athletes	
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BUILDING – PREP U6/U8 & ALLSTAR U6

Comments		Below average/ Low	Average- Above average/ Some	Excellent/ Plenty
	STUNT DIFFICULTY			
	Degree of difficulty (amplitude, intricacy, strength, flexibility and technical skills required)			
	% Team Participation			
	Variety of mounts / transitions / dismounts			
	Pace & number of stunts			
	STUNT EXECUTION			
	Execution of skills (includes load/trans/dismounts)			
	Stability / control / stance (bases & spotters)			
	Flexibility / body control / alignment (top person)			
	Uniformity of technique			
	Synchronization / timing			
	PYRAMID DIFFICULTY			
	Degree of difficulty (amplitude, intricacy, strength, flexibility and technical skills required)			
	% Team Participation			
	Variety of mounts / transitions / dismounts			
	Pace & number of stunts			
	PYRAMID EXECUTION			
	Execution of skills (includes load/trans/dismounts)			
	Stability / control / stance (bases & spotters)			
	Flexibility / body control / alignment (top person)			
	Uniformity of technique			
	Synchronization / timing			
	BUILDING CREATIVITY			
	Innovative / unique, use of visuals (loads / trans / dismounts) OR intricate ideas / elements			
COLUMN WITH MAJORITY OF CHECK MARKS:				

O E S

BUILDING RATING		
OUTSTANDING	EXCELLENT	SUPERIOR

Event:
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# Athletes	
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TUMBLING – PREP U6/U8 & ALLSTAR U6

Comments		Below average/ Low	Average- Above average/ Some	Excellent/ Plenty
	JUMP DIFFICULTY & EXECUTION			
	Difficulty (flexibility, height and strength required)			
	% Participation			
	Variety / combinations			
	Form / uniformity of technique			
	Height / speed			
	Leg position / legs straight / toes pointed / flexibility			
EXCLUDED IN U6 / U8 PREP	STANDING TUMBLING DIFFICULTY (Allstar)			
	Degree of difficulty / complexity			
	% Participation			
	Variety / combinations			
	Usage of synchronized passes			
	RUNNING TUMBLING DIFFICULTY (Allstar)			
	Degree of difficulty / complexity			
% Participation				
Variety / combinations				
Usage of synchronized passes (# of sync passes and / or # of athletes per sync pass)				
U6 / U8 PREP ONLY	TUMBLING DIFFICULTY (Prep)			
	Degree of difficulty / complexity			
	% Participation			
	Variety / combinations			
	Usage of synchronized passes			
	TUMBLING EXECUTION			
	Execution of skills (mistakes; finished skills / passes)			
	Body control / positioning			
	Speed (consistent or building; connections)			
	Landings (controlled; feet together; chest up)			
	Synchronization / timing			
	Uniformity of technique			
COLUMN WITH MAJORITY OF CHECK MARKS:				

O E S

JUMPS & TUMBLING RATING		
OUTSTANDING	EXCELLENT	SUPERIOR

Event:
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# Athletes	
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OVERALL – PREP U6/U8 & ALLSTAR U6

Comments		Below average/ Low	Average- Above average/ Some	Excellent/ Plenty
EXCLUDED IN U6 / U8 PREP	ROUTINE CREATIVITY (Allstar)			
	Visual, unique, creative ideas			
	Clarity, pace and flow			
	DANCE DIFFICULTY (Allstar)			
	Team Participation			
	Level, formation changes and visual effects			
	Footwork, partner work and/or floorwork			
	Pace and Intricacy			
	DANCE EXECUTION			
	Precision of movement / perfection			
	Energy / confidence displayed by athletes			
	Uniformity of technique			
	Timing / synchronization			
	FORMATIONS & TRANSITIONS			
	Variety of formations / visual elements			
	Spacing throughout			
Seamless patterns of movement / use of floor				
ROUTINE IMPRESSION AND SHOWMANSHIP				
Memorization of routine				
Consistent energy, excitement & genuine expression				
Athletic impression, confidence and eye contact				
COLUMN WITH MAJORITY OF CHECK MARKS:				
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OVERALL RATING		
OUTSTANDING	EXCELLENT	SUPERIOR