Team:	Team Number:	# Athletes	
	_	•	

Division: Day: Event: Panel:



BUILDING – ALLSTAR

CITEER CANADA					
STUNT DIFFICULTY		-	; degree of difficulty; minimal use of bases and/or usage of singl		
A. 130 C. 1	variety of sk		transitions and dismounts (non-level included); pace and combin	ation of	skills
No skills performed		0			
Low difficulty		0 - 8			
Average to above average di	ifficulty	8 - 16			
Very difficult skills		16 - 20		SD	/20
STUNT EXECUTION	Demonstrat	ed ability of to	echnique, stability, flexibility and synchronization in stunts		
No skills performed		0			
Below average execution		0 - 8			
Average to above average ex	xecution	8 - 16			
Excellent execution		16 - 20		SE	/20
PYRAMID DIFFICULTY	Team partio	cipation %; de	gree of difficulty; minimal use of bases; use of structures; variety	of skills	, load-
	ins, transiti	ons and dism	ounts (non-level included); pace and combination of skills		
No skills performed		0			
Low difficulty		0 - 8			
Average to above average di	ifficulty	8 - 16			
(with 2 or more structures)		0 20			
Very difficult skills		16 - 20		PD	/20
(with 2 or more structures) PYRAMID EXECUTION	D	<u> </u>			
	Demonstra	0	technique, stability, flexibility and synchronization in pyramids		
No skills performed					
Below average execution	vocution	0 - 8 8 - 16			
Average to above average ex	xecution		-		/20
Excellent execution	_	16 - 20		PE	/20
BUILDING CREATIVITY	Demonstrat		ovative, unique and intricate skills (includes tosses if executed)		
Below average creativity		0 - 4			
Average to above average cr	reativity	4 - 8			1
Excellent creativity		8 - 10		ВС	/10
		EXCLU	DED IN LEVEL 1 & U8 LEVEL 2		
TOSS DIFFICULTY		-	i); degree of difficulty; height; variety and additional skills (level a	& non-le	vel
	except L2);	combination o	of skills (loads/trans/dismounts)		
No skills performed		0			
Low difficulty		0 - 2			
Average to above average di	ifficulty	2 - 4			
Very difficult skills		4 - 5		TD	/5
TOSS EXECUTION Demonstrated ability of technique, flexibility, synchronization and uniformity of toss height					
No skills performed		0			
Below average execution		0 - 2			
Average to above average ex	xecution	2 - 4			
Excellent execution		4 - 5		TE	/5
			ı		

Total /	100
(No Tosses	/90)

Team:	Team Number:	# Athletes	
Division:	Day:		

Panel:



Event:

JUMPS & TUMBLING – ALLSTAR

JUMP EXECUTION/DIFFICULTY	=	=	degree of difficulty; variety and combinations; heigh	-
	control and	l landings;	synchronization, timing; uniformity of technique / fo	rm
No skills performed		0		
Jump skills executed with poor to below avera technique, perfection, flexibility and synchroni	_	0 - 2		
Jump skills executed with average to above ave technique, perfection, flexibility and synchroni		2 - 4		
Jump skills executed with excellent technique, flexibility and synchronization	perfection,	4 - 5		J
EX	(CLUDED I	N NON-T	UMBLING DIVISIONS	
STANDING TUMBLING DIFFICULTY	Team partic	ipation %;	degree of difficulty; variety and combination of skills	; usage
	synchronize	ed passes;	number of athletes per synchronized pass	
No skills performed		0		
Non-difficult skills/passes		0 - 2		
Average to above average difficulty in skills/pa	asses	2 - 4		
Very difficult skills/passes		4 - 5		TD
RUNNING TUMBLING DIFFICULTY	Team parti	cipation %	; degree of difficulty; variety and combination of skills	s; usage
	Synchroniz	ed passes;	number of athletes per synchronized pass	
No skills performed		0		
Non-difficult passes. Minimal athletes per pass synchronized passes; below average synchroni below average difficulty		0 - 2		
Moderately difficult passes. Minimal athletes painimal synchronized passes; average to above synchronization; average to above average difficult and a second synchronization.	e average	2 - 4		
Very difficult passes. Many athletes per pass; r synchronized passes; excellent synchronization 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
TUMBLING EXECUTION	Demonstra	ted ability	of technique and synchronization (execution, body po	ositionin
	control, hei	ght, landin	gs, speed, timing/synchronization, uniformity of tech	nique)
No skills performed		0		
Below average technique and synchronization		0 - 2		
Average to above average technique and sync	hronization	2 - 4		
		Ì		

Total / 20
(Non-Tumble /5)

Team:	Team Number:	# Athletes	

Division: Day: Event: Panel:



OVERALL – ALLSTAR

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

Total	/ 30	
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