Team:	Team Number:	# Athletes	

Division: Day: Event: Panel:



BUILDING - PREP U6/U8 & ALLSTAR U6

Comments		Below average/ Low	Average- Above average/ Some	Excellent/ Plenty
	STUNT DIFFICULTY			
	Percent of team participation			
	Degree of difficulty (technical skills required / intricacy, flexibility and amplitude)			
	Variety of skills / mounts / transitions / dismounts			
	Pace & combo of skills			
	STUNT EXECUTION			
	Execution of all skills (control/speed/flow, mistakes)			
	Stability / control / stance (bases & spotters)			
	Alignment / body control / flexibility (top person)			
	Synchronization / timing			
	Uniformity of technique			
	PYRAMID DIFFICULTY			
	Percent of team participation			
	Degree of difficulty (technical skills required / intricacy, flexibility and amplitude)			
	Use of structures			
	Variety of skills / mounts / transitions / dismounts			
	Pace & combo of skills			
	PYRAMID EXECUTION			
	Execution of all skills (control/speed/flow, mistakes)			
	Stability / control / stance (bases & spotters)			
	Alignment / body control / flexibility (top person)			
	Synchronization / timing			
	Uniformity of technique			
	BUILDING CREATIVITY			
	Use of visuals (loads / trans / dismounts), Innovative / unique OR intricate ideas / elements			
	COLUMN WITH MAJORITY OF CHECK MARKS:			

BUILDING RATING			
OUTSTANDING	EXCELLENT	SUPERIOR	

S

Team: Team Number: # Athletes

Division: Day: Event: Panel:

JUMPS	8 & 1	TUMBLIN	G - PRFP	U6/U8 &	ALLSTAR I	16
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Comments		Below average/ Low	Average- Above average/ Some	Excellent/ Plenty
	JUMP DIFFICULTY & EXECUTION			T
	Percent of team participation			
	Difficulty (flexibility and power required)			
	Variety / combinations			
	Height / Speed			
	Leg position / legs straight / pointed toes / flexibility			
	Landings / control (feet together; chest up)			
	Synchronization / timing / uniformity			
	STANDING TUMBLING DIFFICULTY (Allstar)			T
	Percent of team participation			
	Degree of difficulty / complexity			
	Variety / combinations			
	Usage of synchronized passes / # athletes per pass			
	RUNNING TUMBLING DIFFICULTY (Allstar)			I
	Percent of team participation			
	Degree of difficulty / complexity			
	Variety / combinations			
	Usage of synchronized passes / # athletes per pass			
	TUMBLING DIFFICULTY (Prep)			1
	Percent of team participation			
	Degree of difficulty / complexity			
	Variety / combinations			
	Usage of synchronized passes / # athletes per pass			
	TUMBLING EXECUTION			
	Execution of skills (mistakes; finished skills / passes)			
	Positioning / body control			
	Landings (controlled; feet together; chest up)			
	Speed (consistent or building; connections)			
	Synchronization / timing			
	Uniformity of technique			
	COLUMN WITH MAJORITY OF CHECK MARKS:			

JUMPS & TUMBLING RATING				
OUTSTANDING	EXCELLENT	SUPERIOR		

Team:	Team Number:	# Athletes

Division: Day: Event: Panel:



OVERALL - PREP U6/U8 & ALLSTAR U6

	Comments		Below average/ Low	Average- Above average/ Some	Excellent/ Plenty
		ROUTINE CREATIVITY (Allstar)			
		Visual, unique, creative ideas			
8 PREF		Clarity			
U6 / U		DANCE DIFFICULTY (Allstar)			
EXLCUDED IN U6 / U8 PREP		Team Participation			
XLCUE		Level, formation changes and visual effects			
E		Footwork, partner work and/or floorwork			
		Pace and Intricacy			
		DANCE EXECUTION			
		Precision of movement / perfection / seamless			
		Energy / confidence displayed / entertainment value			
		Timing / synchronization / uniformity of technique			
		FORMATIONS & TRANSITIONS			
		Variety of formations			
		Spacing / seamless patterns of movement			
		Timing, pace and flow			
		Use of floor			
		ROUTINE IMPRESSION AND SHOWMANSHIP			
		Memorization of routine			
		Energy / genuine expression / athletic impression			
		Confidence / eye contact			
		Consistent showmanship throughout routine			
		COLUMN WITH MAJORITY OF CHECK MARKS:			
			0	E	S

OVERALL RATING			
OUTSTANDING	EXCELLENT	SUPERIOR	