

Team:
Division:
Event:

Team Number:
Day:
Panel:

# Athletes	
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BUILDING DIFFICULTY – ALLSTAR

STUNT DIFFICULTY	Team participation % (÷ 4); degree of difficulty; minimal use of bases and/or usage of single based skills; variety of skills, load-ins, transitions and dismounts (non-level included); pace and combination of skills
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No skills performed	0		
Low difficulty	0 - 8		
Average to above average difficulty	8 - 16		
Very difficult skills	16 - 20		
			SD /20

PYRAMID DIFFICULTY	Team participation %; degree of difficulty; minimal use of bases; use of structures; variety of skills, load-ins, transitions and dismounts (non-level included); pace and combination of skills
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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		
			PD /20

EXCLUDED IN LEVEL 1 & U8 LEVEL 2

TOSS DIFFICULTY	Team participation % (÷ 5); degree of difficulty; height; variety and additional skills (level & non-level except L2); combination of skills (loads/trans/dismounts)
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No skills performed	0		
Low difficulty	0 - 2		
Average to above average difficulty	2 - 4		
Very difficult skills	4 - 5		
			TD /5

Total B. Difficulty / 45 (No Tosses /40)	
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BUILDING EXECUTION – ALLSTAR

STUNT EXECUTION		Demonstrated ability of technique, stability, flexibility and synchronization in stunts		
No skills performed	0			
Below average execution	0 - 8			
Average to above average execution	8 - 16			
Excellent execution	16 - 20			
		<table border="1" style="width: 100%; height: 40px; margin-left: auto;"> <tr> <td style="width: 80%;"></td> <td style="width: 20%; text-align: center;">SE /20</td> </tr> </table>		SE /20
	SE /20			

PYRAMID EXECUTION		Demonstrated ability of technique, stability, flexibility and synchronization in pyramids		
No skills performed	0			
Below average execution	0 - 8			
Average to above average execution	8 - 16			
Excellent execution	16 - 20			
		<table border="1" style="width: 100%; height: 40px; margin-left: auto;"> <tr> <td style="width: 80%;"></td> <td style="width: 20%; text-align: center;">PE /20</td> </tr> </table>		PE /20
	PE /20			

EXCLUDED IN LEVEL 1 & U8 LEVEL 2

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 execution	2 - 4			
Excellent execution	4 - 5			
		<table border="1" style="width: 100%; height: 40px; margin-left: auto;"> <tr> <td style="width: 80%;"></td> <td style="width: 20%; text-align: center;">TE /5</td> </tr> </table>		TE /5
	TE /5			

Total B. Execution / 45 (No Tosses /40)	
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JUMPS & TUMBLING – ALLSTAR

JUMP DIFFICULTY		Team participation %; degree of difficulty; variety; connected jumps; synchronization; height; position / flexibility required
No skills performed	0	
Low difficulty	0 - 2	
Average to above average difficulty	2 - 4	
Very difficult skills	4 - 5	
JUMP EXECUTION		Technique perfection; height; positioning; flexibility; control; landings; uniformity of technique / form; synchronization / timing
No skills performed	0	
Below average execution	0 - 2	
Average to above average execution	2 - 4	
Excellent execution	4 - 5	
EXCLUDED IN NON-TUMBLING DIVISIONS		
STANDING TUMBLING DIFFICULTY		Team participation %; degree of difficulty; variety and combination of skills; usage of synchronized passes; number of athletes per synchronized pass
No skills performed	0	
Low difficulty	0 - 2	
Average to above average difficulty	2 - 4	
Very difficult skills / passes	4 - 5	
RUNNING TUMBLING DIFFICULTY		Team participation %; degree of difficulty; variety and combination of skills; usage of synchronized passes; number of athletes per synchronized pass
No skills performed	0	NOTE: In Levels 1-4, individual tumbling passes (single person) will not be considered in the difficulty score
Low difficulty	0 - 2	
Average to above average difficulty	2 - 4	
Very difficult skills / passes	4 - 5	
TUMBLING EXECUTION		Demonstrated ability of technique and synchronization (execution, body positioning, control, height, landings, speed, timing/synchronization, uniformity of technique)
No skills performed	0	
Below average execution	0 - 2	
Average to above average execution	2 - 4	
Excellent execution	4 - 5	

Total / 25	
(Non-Tumble /10)	

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OVERALL – ALLSTAR

DANCE DIFFICULTY		Team participation %; variety of levels; formation changes; visual effect/elements; footwork; partner work; floorwork; intricacy and pace	
Low difficulty	0 - 2		
Average to above average difficulty	2 - 4		
Very difficult	4 - 5		
		DD /5	
DANCE EXECUTION		Perfection; precision of arm/motion placement; synchronization; precision of spacing; uniformity of technique; entertainment value and energy level	
Below average execution	0 - 2		
Average to above average execution	2 - 4		
Excellent execution	4 - 5		
		DE /5	
ROUTINE CREATIVITY		Innovative, visual, complex and creative ideas throughout all routine elements	
Minimal creative ideas	0 - 4		
Average to above average creativity	4 - 8		
Excellent creativity	8 - 10		
		RC /10	
FORMATIONS / TRANSITIONS		Variety of formations; spacing; pace, flow & seamless patterns of movement; use of floor	
Below average	0 - 4		
Average to above average	4 - 8		
Excellent	8 - 10		
		F/T /10	
OVERALL ROUTINE IMPRESSION AND SHOWMANSHIP		Energy level; entertainment value; genuine expressions; athletic look; confidence; eye-contact, showmanship, successful routine, positive memorable experience	
Below average	0 - 2		
Average to above average	2 - 4		
Excellent	4 - 5		
		OI&S /5	

Total / 35	
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BUILDING – ALLSTAR

One sheet version

STUNT DIFFICULTY		Team participation % (÷ 4); degree of difficulty; minimal use of bases and/or usage of single based skills; variety of skills, load-ins, transitions and dismounts (non-level included); pace and combination of skills	
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PYRAMID EXECUTION		Demonstrated ability of technique, stability, flexibility and synchronization in pyramids	
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Excellent execution	16 - 20		PE /20
EXCLUDED IN LEVEL 1 & U8 LEVEL 2			
TOSS DIFFICULTY		Team participation % (÷ 5); degree of difficulty; height; variety and additional skills (level & non-level except L2); combination of skills (loads/trans/dismounts)	
No skills performed	0		
Low difficulty	0 - 2		
Average to above average difficulty	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 execution	2 - 4		
Excellent execution	4 - 5		TE /5

Total / 90 (No Tosses /80)	
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