

TEAM NAME:
DIVISION:
EVENT:

ATHLETE #:
DAY:
PANEL:



BUILDING DIFFICULTY - COLLEGIATE

STUNT DIFFICULTY	% Participation (÷4), Degree of difficulty, Minimal use of bases, Variety of skills / loads / transition / dismounts, Combo of skills / Pace	
No skills performed	0	
Low difficulty	0.2 - 4	
Average to above average	4.0 - 8	
Excellent difficulty	8.0 - 10	
/10		
PYRAMID DIFFICULTY	% Participation (÷4), Degree of difficulty, Use of structures, Minimal use of bases, Variety of skills / loads / transition / dismounts, Combo of skills / Pace	
No skills performed	0	
Low difficulty	0.2 - 4	
Average to above average	4.0 - 8	
Excellent difficulty	8.0 - 10	
/10		
TOSS DIFFICULTY	% Participation (÷5), Degree of difficulty, Variety, Additional skills / tosses, Combo of skills / Pace, Height, Pace of entry (for L2)	
No skills performed	0	
Low difficulty	0.2 - 2	
Average to above average	2.0 - 4	
Excellent difficulty	4.0 - 5	
/5		
TOTAL		
/25		

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BUILDING EXECUTION - COLLEGIATE

STUNT EXECUTION	Execution of skills, Bases: stability, control, stance/posture, catch quality, Tops: alignment, body control, flexibility, stability, Synchronization / timing, Speed & fluidity	
No skills performed	0	
Below average execution	0.2 - 6	
Average to above average	6.0 - 12	
Excellent execution	12.0 - 15	
		/15
PYRAMID EXECUTION	Execution of skills, Bases: stability, control, stance/posture, catch quality, Tops: alignment, body control, flexibility, stability, Synchronization / timing, Quality of connections, Speed & fluidity	
No skills performed	0	
Below average execution	0.2 - 6	
Average to above average	6.0 - 12	
Excellent execution	12.0 - 15	
		/15
TOSS EXECUTION	Execution of skills, Bases: stability, control, stance/posture, catch quality, Tops: alignment, body control, flexibility, stability, skills at the top of toss, Uniformity: technique, angles, amplitude, Synchronization / Timing	
No skills performed	0	
Below average execution	0.2 - 2	
Average to above average	2.0 - 4	
Excellent execution	4.0 - 5	
		/5
TOTAL		/35

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TUMBLING AND OVERALL - COLLEGIATE

TUMBLING DIFFICULTY		% of team participation, Degree of difficulty / complexity, Usage of synchronized passes, Variety, Combinations
No skills performed	0	
Low difficulty	0.2 - 2	
Average to above average	2.0 - 4	
Excellent difficulty	4.0 - 5	
TUMBLING EXECUTION		Execution of skills, Positioning / body control, Height, Landings, Speed, Synchronization / timing, Uniformity of technique
No skills performed	0	
Below average execution	0.2 - 2	
Average to above average	2.0 - 4	
Excellent execution	4.0 - 5	
FORMATIONS / TRANSITIONS		Variety, difficulty and intricacy of formations, Precision of spacing throughout, Movement is intentional, seamless and clearly defined, Timing, pace and flow, Use of floor
Below average	0 - 2	
Average to above average	2.0 - 4	
Excellent	4.0 - 5	
OVERALL IMPRESSION + SHOWMANSHIP		Energy and genuine enthusiasm, Entertainment value, Confidence and Crowd Interaction, Consistent level of team-wide showmanship, Impact and perfection of the routine, Positive and memorable experience from start to finish, Athletic Impression
Low	0.2 - 2	
Average to above average	2.0 - 4	
Excellent	4.0 - 5	
		TOTAL /20

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CHEER - COLLEGIATE

CHEER EFFECTIVENESS		Crowd engagement, use of the performance surface, energy, voice, pace, flow
Low	0 - 2	
Average	2.0 - 4	
Excellent	4.0 - 5	
USE OF PROPS		Signs/megaphones/ flags/ motion technique, etc. emphasize the words
Low	0 - 2	
Average	2.0 - 4	
Excellent	4.0 - 5	
SKILL INCORPORATION		Skills visually enhance and emphasize the cheer
Low	0 - 2	
Average	2.0 - 4	
Excellent	4.0 - 5	
SKILL EXECUTION		Precision, solid execution and timing
Low	0 - 2	
Average	2.0 - 4	
Excellent	4.0 - 5	
		TOTAL

/5

/5

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/5

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DEDUCTIONS - COLLEGIATE

TIME VIOLATION -1.0		
Routine time		
VIOLATION GIVEN		
IMAGE POLICY -2.0		
VIOLATION GIVEN		
UNSPORTSMANLIKE CONDUCT - 5.0		
VIOLATION GIVEN		
LEGALITY INFRACTIONS -4.0 SKILL OUT OF LEVEL -1.0		
VIOLATION GIVEN		
WARNINGS		
VIOLATIONS	DEDUCTION	TOTAL

									0:00 - 0:30
									0:30 - 1:00
									1:00 - 1:30
									1:30 - 2:00
									2:00 - 2:30
									2:30 - 3:00
									3:00 - 3:30

All time blocks are approximate. A deduction given in the incorrect time block will not be reversed.