

TEAM NAME:
DIVISION:
EVENT:

ATHLETE #:
DAY:
PANEL:



BUILDING DIFFICULTY - SCHOLASTIC

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	0.1 - 2	
Average to above average	2.0 - 4	
Excellent difficulty	4.0 - 5	
		/5
TOTAL		/15

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BUILDING EXECUTION - SCHOLASTIC

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	0.4 - 8	
Average to above average	8.0 - 16	
Excellent execution	16.0 - 20	
		/20
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
TOTAL		/35

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TUMBLING AND OVERALL - SCHOLASTIC

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	
ROUTINE COMPOSITION		Clarity and precision of: formations, spacing and transitions. Intentional routine flow. Controlled pace. Use of floor.
Below average	0 - 4	
Average to above average	4.0 - 8	
Excellent	8.0 - 10	
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	
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CHEER - SCHOLASTIC

EFFECTIVE MATERIAL		Native language encouraged, voice, pace, flow	
Low	0 - 2		/5
Average	2.0 - 4		
Excellent	4.0 - 5		
CROWD LEADING / ENERGY		Use of floor, engagement with the crowd, consistent energy	
Low	0 - 2		/5
Average	2.0 - 4		
Excellent	4.0 - 5		
USE OF PROPS		Signs/megaphones/ flags/ motion technique, etc. emphasize the words	
Low	0 - 2		/5
Average	2.0 - 4		
Excellent	4.0 - 5		
SKILL INCORPORATION		Skills visually enhance and emphasize the cheer	
Low	0 - 2		/5
Average	2.0 - 4		
Excellent	4.0 - 5		
SKILL EXECUTION		Precision, solid execution and timing	
Low	0 - 2		/5
Average	2.0 - 4		
Excellent	4.0 - 5		
		TOTAL	/25

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DEDUCTIONS - SCOLASTIC

TIME VIOLATION -1.0		DEDUCTIONS ABBREVIATIONS GUIDE											
Routine time													
VIOLATION GIVEN													
IMAGE POLICY -2.0		AF Athlete Fall -0.25 MAF Major Athlete Fall -0.5 BB Building Bobble -0.5 BF Building Fall -2.0 MBF Major Building Fall -3.0 OUT Boundary Violation -0.5											
VIOLATION GIVEN													
UNSPORTSMANLIKE CONDUCT - 5.0													
VIOLATION GIVEN													
LEGALITY INFRACTIONS -4.0 SKILL OUT OF LEVEL -1.0													
VIOLATION GIVEN													
WARNINGS													
VIOLATIONS		DEDUCTION		TOTAL									

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