

STUNT DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1 - 12	Less than a Majority of the team performs level appropriate skills
12 - 20	A Majority of the team performs level appropriate skills

PYRAMID DIFFICULTY

0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	Level appropriate skills and at least two structures

STUNT & PYRAMID CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Degree of difficulty of skills
- Percentage of team participation
- Minimal use of bases
- Variety of load-ins, dismounts and transitions
- Additional skills and combination of skills (non- level appropriate included) may increase your score within a range

TOSS DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1.0 - 3.0	Tosses are thrown but none are level appropriate
3.0 - 4.0	Less than a Majority of the team performs a level appropriate toss
4.0 - 5.0	A Majority of the team performs a level appropriate toss

TOSS CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Degree of difficulty of skills
- Height
- Variety
- Percentage of team participation
- Additional skills and combination of skills (non- level appropriate included) may increase your score within a range

STUNT - TEAM MAJORITY

ATHLETE COUNT	MAJORITY STUNTS
5 - 7	1
8 - 15	2
16 - 23	3
24 - 31	4
32 - 38	5

STUNT - MAJORITY EXPLAINED

Majority for stunts is based on 4-person stunt group.
Majority = $\frac{1}{2}$ of groups + 1 additional group.

Example: 20 athletes \div 4 = 5 stunt groups, divided by 2 = 2.5 + 1 = 3.5 = 3 groups (Round down for decimal)

24 athletes \div 4 = 6 stunt groups, divided by 2 = 3 + 1 = 4 groups

TOSS - TEAM MAJORITY

ATHLETE COUNT	MAJORITY STUNTS
5 - 9	1
10 - 19	2
20 - 29	3
30 - 38	4

TOSS - MAJORITY EXPLAINED

Majority for tosses is based on 5-person stunt group.
Majority = $\frac{1}{2}$ of groups + 1 additional group.

Example: 16 athletes \div 5 = 3.2 stunt groups, divided by 2 = 1.6 + 1 = 2.6 = 2 groups (Round down for decimal)

20 athletes \div 5 = 4 stunt groups, divided by 2 = 2 + 1 = 3 groups

STUNT & PYRAMID TECHNIQUE *(compared to levels & division expectation)*

0	No skills performed
1 - 12	Skills performed with below average execution, stability, flexibility and synchronization
12 - 18	Skills performed with average execution, stability, flexibility and synchronization
18 - 20	Skills performed with above average execution, stability, flexibility and synchronization

TOSS TECHNIQUE *(compared to levels & division expectation)*

0	No skills performed
1.0 - 3.0	Skills performed with below average execution, flexibility, synchronization and limited height
3.0 - 4.0	Skills performed with average execution, flexibility, synchronization and height
4.0 - 5.0	Skills performed with above average execution, flexibility, synchronization and height

STUNT DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1 - 12	Less than a Majority of the team performs level appropriate skills
12 - 16	A Majority of the team performs level appropriate skills. NO single based or assisted single based stunts performed.
12 - 20	A majority of the athletes perform level appropriate skills and team performs single based skills and/or combination of multi-based and single based stunts.

PYRAMID DIFFICULTY

0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	Level appropriate skills and at least two structures

STUNT & PYRAMID CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Degree of difficulty of skills
- Percentage of team participation
- **Minimal use of bases**
- Variety of load-ins, dismounts and transitions
- Additional skills and combination of skills (non- level appropriate included) may increase your score within a range

TOSS DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1.0 - 3.0	Tosses are thrown but none are level appropriate
3.0 - 4.0	Less than a Majority of the team performs a level appropriate toss
4.0 - 5.0	A Majority of the team performs a level appropriate toss

TOSS CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Degree of difficulty of skills
- Height
- Variety
- Percentage of team participation
- Additional skills and combination of skills (non- level appropriate included) may increase your score within a range

STUNT - TEAM MAJORITY

ATHLETE COUNT	MAJORITY STUNTS
5 - 7	1
8 - 15	2
16 - 23	3
24 - 31	4
32 - 38	5

STUNT - MAJORITY EXPLAINED

Majority for stunts is based on 4-person stunt group.
Majority = $\frac{1}{2}$ of groups + 1 additional group.

Example: 20 athletes \div 4 = 5 stunt groups, divided by 2 = 2.5 + 1 = 3.5 = 3 groups (Round down for decimal)

24 athletes \div 4 = 6 stunt groups, divided by 2 = 3 + 1 = 4 groups

TOSS - TEAM MAJORITY

ATHLETE COUNT	MAJORITY STUNTS
5 - 9	1
10 - 19	2
20 - 29	3
30 - 38	4

TOSS - MAJORITY EXPLAINED

Majority for tosses is based on 5-person stunt group.
Majority = $\frac{1}{2}$ of groups + 1 additional group.

Example: 16 athletes \div 5 = 3.2 stunt groups, divided by 2 = 1.6 + 1 = 2.6 = 2 groups (Round down for decimal)

20 athletes \div 5 = 4 stunt groups, divided by 2 = 2 + 1 = 3 groups

STUNT & PYRAMID TECHNIQUE *(compared to levels & division expectation)*

0	No skills performed
1 - 12	Skills performed with below average execution, stability, flexibility and synchronization
12 - 18	Skills performed with average execution, stability, flexibility and synchronization
18 - 20	Skills performed with above average execution, stability, flexibility and synchronization

TOSS TECHNIQUE *(compared to levels & division expectation)*

0	No skills performed
1.0 - 3.0	Skills performed with below average execution, flexibility, synchronization and limited height
3.0 - 4.0	Skills performed with average execution, flexibility, synchronization and height
4.0 - 5.0	Skills performed with above average execution, flexibility, synchronization and height

STANDING TUMBLING DIFFICULTY (cumulative throughout the routine)

0	No skills performed
1.0 - 6.0	Less than a Majority of the team performs one level appropriate pass
6.0 - 10	A Majority of the team performs one level appropriate pass

RUNNING TUMBLING DIFFICULTY (cumulative throughout the routine)

0	No skills performed
1.0 - 6.0	Less than a Majority of the team performs one level appropriate pass
6.0 - 10	A Majority of the team performs one level appropriate pass

RUNNING TUMBLING

A flipping tumbling skill in addition to a full twisting tumbling skill within a pass will be considered level appropriate.
(Example: RO-Arabian-RO-BHS-Full, Punch Front-RO-BHS-Full, etc.)

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Degree of difficulty of skills
- Percentage of team participation
- Specialty combination/creativity
- Synchronization
- Variety
- Additional skills and combination of skills (non- level appropriate included) may increase your score within a range

JUMP DIFFICULTY (cumulative throughout the routine)

0	No jump skills performed
1.0 - 3.0	Two or less jumps performed
3.0 - 4.0	Less than a Majority of the team performs 3 jumps
4.0 - 5.0	A Majority of the team performs 3 advanced jumps

ADVANCED JUMPS

Herkie, Hurdler, Toe Touch, Pike, Double Nine

JUMP CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Percentage of team participation
- Synchronization
- Variety
- Connected jumps
- Configuration (to include quantity, choreography, etc.)

TUMBLING & JUMP - TEAM MAJORITY

ATHLETE COUNT	MAJORITY PASSES
5	3
6 - 7	4
8 - 9	5
10 - 11	6
12 - 13	7
14 - 15	8
16 - 17	9
18 - 19	10
20 - 21	11
22 - 23	12
24 - 25	13
26 - 27	14
28 - 29	15
30 - 31	16
32 - 33	17
34 - 35	18
36 - 37	19
38	20

TUMBLING - MAJORITY EXPLAINED

Majority for tumbling is defined as the following: $\frac{1}{2}$ team + 1.

Example: $20 \text{ athletes} \div 2 = 10 + 1 = 11 \text{ athletes}$

$23 \text{ athletes} \div 2 = 11.5 + 1 = 12.5 = 12 \text{ athletes}$ (Round down for decimal)

TUMBLING TECHNIQUE (compared to levels & division expectation)

0	No skills performed
1.0 - 5.0	Skills performed with below average execution and synchronization
5.0 - 9.0	Skills performed with average execution and synchronization
9.0 - 10	Skills performed with above average execution and synchronization

JUMP TECHNIQUE (compared to levels & division expectation)

0	No skills performed
1.0 - 3.0	Skills performed with below average execution, flexibility and synchronization
3.0 - 4.0	Skills performed with average execution, flexibility and synchronization
4.0 - 5.0	Skills performed with above average execution, flexibility and synchronization

ROUTINE COMPOSITION/CREATIVITY

1.0 - 5.0	BELOW AVERAGE demonstration of considerations
5.0 - 8.0	AVERAGE demonstration of considerations
8.0 - 10	ABOVE AVERAGE demonstration of considerations

ROUTINE COMPOSITION/CREATIVITY CONSIDERATIONS

The following are considered:

- Pace and flow
- Innovative, visual, and creative ideas
- Additional skills used to enhance the overall appeal

PERFORMANCE/SHOWMANSHIP (1.0 - 5.0)

A team's ability to demonstrate high levels of energy, entertainment value and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression, in conjunction with the USASF Athletic Performance Standards (APS), throughout the routine.

BUILDING CREATIVITY

1.0 - 2.0	BELOW AVERAGE visual, unique and intricate skills
2.0 - 4.0	AVERAGE visual, unique and intricate skills
4.0 - 5.0	ABOVE AVERAGE visual, unique and intricate skills

FORMATIONS & TRANSITIONS

1.0 - 2.0	BELOW AVERAGE in spacing, timing, seamless patterns of movement, use of floor, and visual elements
2.0 - 4.0	AVERAGE in spacing, timing, seamless patterns of movement, use of floor, and visual elements
4.0 - 5.0	ABOVE AVERAGE in spacing, timing, seamless patterns of movement, use of floor, and visual elements

DANCE

0	No skills/elements performed
1.0 - 2.0	Skills/elements with BELOW AVERAGE difficulty/technique considerations
2.0 - 3.0	Skills/elements with AVERAGE difficulty/technique considerations
3.0 - 5.0	Skills/elements with ABOVE AVERAGE difficulty/technique considerations

DANCE CONSIDERATIONS

The following are considered:

- Entertainment value
- Energy level
- Visual elements
- Variety of levels
- Formation changes
- Footwork & floorwork
- Partner work
- Pace & Intricacy
- Team participation
- Perfection
- Synchronization
- Precision of spacing
- Arm/Motion placement