



PERFORMANCE REC– NOVICE: 2017-2018 Scoring Ranges



STUNTS

LEVEL APPROPRIATE				
INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
INVERSION TO GROUND LEVEL	SWITCH UP TO LIB BELOW PREP LEVEL • SWITCH UP TO BODY POSITION BELOW PREP LEVEL • TIC TOC BELOW PREP LEVEL (LIB TO LIB) • TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION)	• 1/4 TWISTING TRANSITION TO BELOW PREP LEVEL • 1/4 DOWN TO GROUND LEVEL • 1/4 TWISTING TRANSITION FROM PREP LEVEL	• STEP DOWN • STRAIGHT CRADLE	• BACK STAND • PREP LEVEL SHOW & GO • STRADDLE SIT • FLAT BACK • EXTENDED STRADDLE SIT • BELOW PREP LEVEL 1 LEG STUNT • EXTENDED FLAT BACK • PREP LEVEL 1 LEG STUNT WITH BRACER • PREP LEVEL TO PRONE • COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY • 1 LEG STUNT BELOW PREP LEVEL • SHOULDER SIT • CHAIR
ELITE LEVEL APPROPRIATE				
	• TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION)	• 1/4 TWISTING TRANSITION TO PREP		TRANSITION FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION STUNT WITH BRACER • 1/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT WITH BRACER

PYRAMID

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
• BRACED STUNT SKILLS	• BRACED STUNT SKILLS • BRACED SWITCH UP TO PREP LEVEL • BRACED PREP LEVEL TIC TOC	• BRACED STUNT SKILLS • BRACED 1/4 TWIST TO/FROM PREP LEVEL SINGLE LEG • BRACED 1/4 TWIST TO/FROM EXTENDED DOUBLE LEG	• STUNT SKILLS • CRADLE FROM PREP LEVEL SINGLE LEG	• BRACED STUNT SKILLS • BRACED COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY

BASKETS

NON TWISTING	TWISTING
NO BASKETS ARE ALLOWED	NO BASKETS ARE ALLOWED



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STUNT QUANTITY

4.0	Less than a Majority of the team performs a level appropriate building skill
4.2	Majority of the team performs a level appropriate building skill
4.4	Most of the team performs a level appropriate building skill
4.6	Less than a Majority of the team performs the same Elite level appropriate building skill
4.8	Majority of the team performs the same Elite level appropriate building skill
5.0	Most of the team performs the same Elite level appropriate building skill

STUNT/TOSS	QUANTITY	
# OF ATHLETES	MAJORITY	MOST
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

STUNT TECHNIQUE

3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form

(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED IN THE SAME SECTION)

STUNT DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by Most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by Most of team, 1 of which is Elite level appropriate
4.5 - 5.0	HIGH	4 different level appropriate skills performed by Most of team, 2 of which are Elite level appropriate

PYRAMID DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by Most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by Most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team

TOSS DIFFICULTY

4.0	Less than a Majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronized in the same section

STUNT/PYRAMID TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Transitions/Dismounts
- Perfection
- Synchronization

DIFFICULTY TECHNIQUE DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

TOSS TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Height
- Dismount/Cradle
- Synchronization/Timing



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STUNT CREATIVITY

2.0-2.3	Less than 50% of the stunt skills incorporate visual, unique or innovative ideas . This includes level and non-level appropriate skills
2.3-2.5	50% of the stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills

PYRAMID CREATIVITY

2.0-2.3	Less than 50% of the pyramid skills incorporate visual, unique or innovative ideas . This includes level and non-level appropriate skills
2.3-2.5	50% of the pyramid skills incorporate visual, unique or innovative ideas . This includes level and non-level appropriate skills

DANCE

9.0 - 10	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work . This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
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ROUTINE COMPOSITION

9.0 - 10	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas , as well as, any additional skills performed to enhance the overall appeal .
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PERFORMANCE

9.0 - 10	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship . This will include appropriate athletic impression throughout the routine.
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STANDING TUMBLING		
FORWARD ROLL • STRADDLE ROLL • HAND STAND • HAND STAND FORWARD ROLL • FRONT LIMBER • FRONT WALK OVER • CARTWHEEL • BACKWARD ROLL • BACK EXTENSION ROLL • PUSH UP TO BACKBEND • STANDING BACKBEND • BACKBEND KICK OVER • BACK WALKOVER		

RUNNING TUMBLING		
ROUND OFF • CARTWHEEL BACK WALKOVER • FRONT WALKOVER TO CARTWHEEL/ROUND OFF • CARTWHEEL 1/2 TURN FRONT WALKOVER • CONNECTED SKILLS - CARTWHEEL/BACK WALKOVER		

STANDING TUMBLING DIFFICULTY (LEVEL 1-5 YOUTH, JR, RESTRICTED)		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass, plus Majority of the team performs an additional level appropriate pass

RUNNING TUMBLING DIFFICULTY (LEVEL 1-5 YOUTH, JR, RESTRICTED)		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than a Majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs a level appropriate pass

TUMBLING/JUMPS QUANTITY		
# OF ATHLETES	MAJORITY	MOST
5 - 7	3	4
8 - 9	4	6
10 - 11	5	7
12 - 14	6	9
15 - 16	7	11
17 - 19	8	12
20 - 22	10	15
23 - 25	11	17
26 - 27	13	19
28 - 30	14	21
31 - 38	15	23

JUMPS DIFFICULTY	
3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 connected advanced jumps . Must be synchronized and must include a variety Tiny/Mini: Most of the team performs 2 advanced jumps must be synchronized , but DO NOT need to be connected
5.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump . Must be synchronized and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronized , but DO NOT need to be connected .

BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

TECHNIQUE	
3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form

DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

TUMBLING TECHNIQUE DRIVERS

- Approach
- Speed
- Body Control
- Landings
- Synchronization

JUMPS TECHNIQUE DRIVERS

- Arm Placement
- Leg Placement
- Hyperextension/Height
- Landings
- Synchronization