

# SCORING SYSTEM

## SENIOR LEVEL 6



### STUNT DIFFICULTY – ALL GIRL DIVISIONS (cumulative throughout the routine)

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

### STUNT DIFFICULTY – COED DIVISIONS (cumulative throughout the routine)

|  |  |
|--|--|
| 0  | No skills performed  |
| 1 – 12   | Less than a Majority of the team performs a level appropriate skill  |
| 12 – 16  | A Majority of the team performs a level appropriate skill. No single based or assisted single based skill performed.     |
| 12 – 20  | A Majority of the team performs a level appropriate skill and a minimum of 1 single based or assisted single based skill |
| Transitional skills will NOT count towards the Single Based or Assisted Single Based requirement |  |

### PYRAMID DIFFICULTY (cumulative throughout the routine)

|         |   |
|---------|---|
| 0       | No skills performed   |
| 1 – 12  | No level appropriate skills and/or less than two structures |
| 12 – 20 | A minimum of 1 level appropriate skill and two structures   |

### STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

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

### STUNT & PYRAMID TECHNIQUE

| Execution • Stability • Flexibility • Uniformity • Sync |         |               |
|---|---------|---------------|
| BELOW AVERAGE   | AVERAGE | ABOVE AVERAGE |
| 1 – 12  | 12 – 18 | 18 – 20       |
| A zero is issued when no skills are performed           |         |               |

### STUNT – TEAM MAJORITY

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

### TOSS – TEAM MAJORITY

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

### TOSS DIFFICULTY (cumulative throughout the routine)

|       |  |
|-------|--|
| 0     | No skills performed  |
| 1 – 2 | No level appropriate toss performed                                |
| 2 – 4 | Less than a Majority of the team performs a level appropriate toss |
| 4 – 5 | A Majority of the team performs a level appropriate toss           |

### TOSS DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

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

### TOSS TECHNIQUE

| Execution • Flexibility • Uniformity • Sync   |         |               |
|---|---------|---------------|
| BELOW AVERAGE                                 | AVERAGE | ABOVE AVERAGE |
| 1 – 2   | 2 – 4   | 4 – 5         |
| A zero is issued when no skills are performed |         |               |

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## SENIOR LEVEL 6



### STANDING TUMBLING DIFFICULTY (cumulative throughout the routine)

|        |  |
|--------|--|
| 0      | No skills performed  |
| 1 - 6  | Less than a Majority of the team performs a level appropriate pass |
| 6 - 10 | A Majority of the team performs a level appropriate pass           |

### RUNNING TUMBLING DIFFICULTY (cumulative throughout the routine)

|        |  |
|--------|--|
| 0      | No skills performed  |
| 1 - 6  | Less than a Majority of the team performs a level appropriate pass |
| 6 - 10 | A Majority of the team performs a 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 teams:

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

### TUMBLING TECHNIQUE

Execution • Uniformity • Body Control • Landings • Sync

| BELOW AVERAGE                                 | AVERAGE | ABOVE AVERAGE |
|---|---------|---------------|
| 1 - 6   | 6 - 9   | 9 - 10        |
| A zero is issued when no skills are performed |         |               |

### JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync

| BELOW AVERAGE                                 | AVERAGE | ABOVE AVERAGE |
|---|---------|---------------|
| 1 - 2   | 2 - 4   | 4 - 5         |
| A zero is issued when no skills are performed |         |               |

### TUMBLING & JUMP - TEAM MAJORITY

| ATHLETE COUNT | MAJORITY COUNT |
|---------------|----------------|
| 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             |

### JUMP DIFFICULTY (cumulative throughout the routine)

| 0   | No skills performed  |
|---|--|
| 1 - 4   | Less than a Majority of the team performs 3 advanced jumps |
| 4 - 5   | A Majority of the team performs 3 advanced jumps           |
| ADVANCED JUMPS                                    |  |
| Herkie • Hurdler • Toe Touch • Pike • Double Nine |  |

### JUMP DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

- Percentage of team participation
- Variety
- Connected jumps
- Synchronization
- Height

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## SENIOR LEVEL 6



### ROUTINE CREATIVITY

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements.

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---------------|---------|---------------|
| 1 - 4         | 4 - 8   | 8 - 10        |

### FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements.

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---------------|---------|---------------|
| 1 - 2         | 2 - 4   | 4 - 5         |

### DANCE DIFFICULTY

The following are considered:

- Visual Elements
- Variety Of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partnerwork
- Team Participation

| BELOW AVERAGE  | AVERAGE | ABOVE AVERAGE |
|--|---------|---------------|
| 1 - 2  | 2 - 4   | 4 - 5         |
| A zero is issued when no skills/elements are performed |         |               |

### DANCE TECHNIQUE

The following are considered:

- Perfection
- Synchronization
- Precision of spacing
- Uniformity
- Arm/Motion placement
- Entertainment value
- Energy level

| BELOW AVERAGE  | AVERAGE | ABOVE AVERAGE |
|--|---------|---------------|
| 1 - 2  | 2 - 4   | 4 - 5         |
| A zero is issued when no skills/elements are performed |         |               |

### PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---------------|---------|---------------|
| 1 - 2         | 2 - 4   | 4 - 5         |