

DIFFICULTY		EXECUTION													
STANDARD	<input type="checkbox"/> Basket Straight Ride <input type="checkbox"/> Half Up to Prep <input type="checkbox"/> Prep Level Single Leg (all body positions) <input type="checkbox"/> Two Foot Extension <input type="checkbox"/> Two Foot Prep Level	3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts.	All categories are based on <b>MAJORITY</b> (Majority = 40% or more of the team)  Total Team Members = <input type="text"/> Majority = <input type="text"/> Group Stunts = <input type="text"/> Single Base Stunts = <input type="text"/> ELITE Pyramid Majority (if needed) = <input type="text"/>												
	SUPERIOR	<input type="checkbox"/> Basket with One Skill (including ball x) <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Full Release Inversion to Prep <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg <input type="checkbox"/> Half Up Extension <input type="checkbox"/> Non-Release Full Up to Prep <input type="checkbox"/> Non-Release Full Up to Extension <input type="checkbox"/> Single Base Skills Single Leg Prep <input type="checkbox"/> Single Base Skills Two Foot Prep <input type="checkbox"/> Straight Up to Single Leg Lib (from ground or prep) <input type="checkbox"/> Switch Up to Prep		3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts.											
	ELITE	<input type="checkbox"/> Full Release Inversion Extended <input type="checkbox"/> Full Up to Extended Two Feet <input type="checkbox"/> Full Up to Single Leg Extended (all body) <input type="checkbox"/> Half Up Switch Up Extended <input type="checkbox"/> High to High (all body) <input type="checkbox"/> Kick Full Basket <input type="checkbox"/> Prep Full Around to Prep <input type="checkbox"/> Prep to Extended Full Around (Two Feet/Single Leg) <input type="checkbox"/> Single Base Skills Extended (Two Feet/Single Leg) <input type="checkbox"/> Straight Up Single Leg Extended (with immediate body position, no lib) <input type="checkbox"/> Switch Up to Single Leg Extended (all body)		3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.											
COMMENTS		10	<table border="1"> <thead> <tr> <th>EXECUTION</th> <th>TOTALS</th> </tr> </thead> <tbody> <tr> <td>PERFECTION OF SKILL</td> <td></td> </tr> <tr> <td> <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance                      Boxes are only checked when skill was done in a superior way                 </td> <td></td> </tr> <tr> <td> <input type="checkbox"/> Clean Transitions  <input type="checkbox"/> Incorporation of Co-Ed Skills (if applicable)  <input type="checkbox"/> Proper Technique  <input type="checkbox"/> Spacing  <input type="checkbox"/> Synchronization                 </td> <td></td> </tr> <tr> <td></td> <td>15</td> </tr> <tr> <td></td> <td>25</td> </tr> </tbody> </table>	EXECUTION	TOTALS	PERFECTION OF SKILL		<input checked="" type="checkbox"/> Checked Box Denotes Superior Performance Boxes are only checked when skill was done in a superior way		<input type="checkbox"/> Clean Transitions <input type="checkbox"/> Incorporation of Co-Ed Skills (if applicable) <input type="checkbox"/> Proper Technique <input type="checkbox"/> Spacing <input type="checkbox"/> Synchronization			15		25
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PYRAMIDS <small>total majority still applies</small>	STANDARD = 1 pt.		<input type="checkbox"/> Braced Structures <input type="checkbox"/> Execution <input type="checkbox"/> Technique <input type="checkbox"/> Two or MORE Transitions												
	SUPERIOR = 3 pts.	Two or more transitions and structures from Superior Stunt box, with less than 50% of group stunt majority top girls involved in superior skills or transitions. (example: Majority group stunt number is 4, uses less than 3 groups involved)													
	ELITE = 5 pts.	ELITE Pyramid Majority (if needed) = <input type="text"/>  Two or more elite transitions and elite structures with variety from Elite Stunt box, using more than 50% of group stunt majority top girls involved in elite skills or transitions. (example: Majority group stunt number is 4 = 3 groups involved)													
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OVERALL	OVERALL IMPRESSION OF STUNTS & PYRAMIDS														
	*Routine goes above and beyond* (Examples, but not limited too: Visuals, Transitions, Dismounts, Variety, Using whole team of stunt groups vs majority, Whole team executing same difficulty, Use of Co-Ed Skills in Co-Ed Category, Executes more skills than minimum required to max out difficulty score.)														
COMMENTS			5												
Judge's Signature	<input type="checkbox"/>														
Tabulator's Initials	<input type="checkbox"/>														
SUB SCORE			0												