

DIFFICULTY		EXECUTION											
STUNTS	STANDARD <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 <div style="float: right; background-color: #cccccc; padding: 5px;">3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts.</div>		<p><i>All categories are based on MAJORITY</i> (Majority = 50% or more of the team)</p> <p>Total Team Members = <input type="text"/></p> <p>Majority = <input type="text"/></p> <p>Group Stunts = <input type="text"/></p> <p>Single Base Stunts = <input type="text"/></p> <p>ELITE Pyramid Majority (if needed) = <input type="text"/></p>										
	SUPERIOR <input type="checkbox"/> Basket Straight Ride <input type="checkbox"/> Half Up Extension <input type="checkbox"/> Non-Release Full Up to Extension <input type="checkbox"/> Non-Release Full Up to Prep <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 Lib Extended (from ground or prep) <input type="checkbox"/> Switch Up to Prep <div style="float: right; background-color: #cccccc; padding: 5px;">3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts.</div>												
	ELITE <input type="checkbox"/> Basket with One Skill <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Full Up to Extended <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg <input type="checkbox"/> Full Up to Single Leg Extended <input type="checkbox"/> Half Up Switch Up Extended <input type="checkbox"/> Prep Full Around to Prep <input type="checkbox"/> Prep to Extended Full Around <input type="checkbox"/> Single Base Skills Extended <input type="checkbox"/> Straight Up Single Leg Extended (from ground or prep, all body except Lib) <input type="checkbox"/> Switch Up to Single Leg Extended <div style="float: right; background-color: #cccccc; padding: 5px;">3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.</div>												
COMMENTS		10	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: red; color: white;">EXECUTION</th> <th style="background-color: red; color: white;">TOTALS</th> </tr> </thead> <tbody> <tr> <td colspan="2">PERFECTION OF SKILL</td> </tr> <tr> <td colspan="2"> <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance Boxes are only checked when skill was done in a superior way </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 style="text-align: center;"> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> </td> </tr> <tr> <td style="text-align: center; background-color: #cccccc;">15</td> <td style="text-align: center; background-color: #cccccc;">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	<input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/>	15	25
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	<input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/> <input style="width: 100px; height: 20px;" type="text"/>												
15	25												
PYRAMIDS	STANDARD = 1 pt. <input type="checkbox"/> Braced structure(s) with or without level change or transitions.		<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)												
COMMENTS		5	<table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="text-align: center; background-color: #cccccc;">10</td> <td style="text-align: center; background-color: #cccccc;">15</td> </tr> </tbody> </table>	10	15								
10	15												
OVERALL	OVERALL IMPRESSION OF STUNTS & PYRAMIDS <i>*Routine goes above and beyond*</i> (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												
Judge's Signature <input type="checkbox"/>			5										
Tabulator's Initials <input type="checkbox"/>		SUB SCORE	0										