

DIFFICULTY		EXECUTION		
STUNTS	<b>STANDARD</b> <input type="checkbox"/> Basket with Straight Ride <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg <input type="checkbox"/> Half Up to Prep/Extended <input type="checkbox"/> Non-Release Full Up Prep/Extended <input type="checkbox"/> Prep Level Single Leg (all body positions) <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 (from ground or prep, all body positions) <input type="checkbox"/> Switch Up to Prep <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 = 50% 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"/>	
	<b>SUPERIOR</b> <input type="checkbox"/> Basket with one or more skills <input type="checkbox"/> Full Release Inversion to Prep <input type="checkbox"/> Full Release Shoulder Inversion to Extended <input type="checkbox"/> Full Up to Extended Two Feet <input type="checkbox"/> Full Up to Lib <input type="checkbox"/> Half Up Switch Up <input type="checkbox"/> High to High Lib <input type="checkbox"/> Prep Full Around to Prep <input type="checkbox"/> Prep to Extended Full Around Two Feet <input type="checkbox"/> Single Base Two Feet Extended <input type="checkbox"/> Switch Up Extended Single Leg (all body positions)	3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts.		
	<b>ELITE</b> <input type="checkbox"/> Continuous Tick Series (two or more with variety) ends at extended <input type="checkbox"/> Double Up to Extended <input type="checkbox"/> Full Release Inversion from Ground to Extension <input type="checkbox"/> Full Release Inversion with Rotation <input type="checkbox"/> Full Up to Single Leg Extended (with immediate body position) <input type="checkbox"/> Full Up Switch Up Extended <input type="checkbox"/> Hand in Hand to Extended <input type="checkbox"/> High to High Full Around Extended <input type="checkbox"/> High to High Tick (with body position) <input type="checkbox"/> 1 ½ Full Up to Extended <input type="checkbox"/> Prep to Extended Full Around Single Leg (all body positions) <input type="checkbox"/> Single Base Skills Single Leg Extended <input type="checkbox"/> Tick Full Around	3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.		
<b>COMMENTS</b>		<b>10</b>	<b>15</b>	<b>25</b>
PYRAMIDS <small>total majority still applies</small>	<b>STANDARD = 1 pt.</b> <input type="checkbox"/> Braced structure(s) with or without level change or transitions.		<input type="checkbox"/> Braced Structures	
	<b>SUPERIOR = 3 pts.</b> 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)		<input type="checkbox"/> Execution	
	<b>ELITE = 5 pts.</b> 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)		<input type="checkbox"/> Technique	
<b>COMMENTS</b>		<b>5</b>	<b>10</b>	<b>15</b>

<b>OVERALL</b>	<b>OVERALL IMPRESSION OF STUNTS &amp; PYRAMIDS</b>		
	<i>*Routine goes above and beyond*</i> <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.)</i>		
	<b>COMMENTS</b>		
Judge's Signature	<input type="checkbox"/>		<b>5</b>
Tabulator's Initials	<input type="checkbox"/>	<b>SUB SCORE</b>	<b>0</b>

**45**