

| 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; border: 1px solid black; padding: 2px;">3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts.</div> | 10 | EXECUTION All categories are based on MAJORITY (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"/> | | | | |
| | SUPERIOR <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; border: 1px solid black; padding: 2px;">3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts.</div> | | 15 | PERFECTION OF SKILL ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed ✓+ ✓- <input type="checkbox"/> <input type="checkbox"/> Clean Transitions <input type="checkbox"/> <input type="checkbox"/> Incorporation of Co-Ed Skills (if applicable) <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Spacing <input type="checkbox"/> <input type="checkbox"/> Synchronization | | | |
| | ELITE <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; border: 1px solid black; padding: 2px;">3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.</div> | | | | | 25 | |
| COMMENTS | | 10 | 15 | 25 | | | |
| PYRAMIDS <small>total majority still applies</small> | STANDARD = 1 pt. <input type="checkbox"/> Braced structure(s) with or without level change or transitions. | 5 | PERFECTION OF SKILL ✓+ ✓- <input type="checkbox"/> <input type="checkbox"/> Braced Structures <input type="checkbox"/> <input type="checkbox"/> Execution <input type="checkbox"/> <input type="checkbox"/> Technique <input type="checkbox"/> <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) | | | | 10 | 15 | |
| | 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 | 10 | 15 | | | |
| 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.) | | | 5 | | | |
| | COMMENTS | | | 5 | | | |
| Judge's Signature | | {Judge Name} | SUB SCORE | | | | |
| Tabulator(s) | | {Tabulator Name} | | | | | |