

STUNT DIFFICULTY: ALL GIRL <i>(cumulative throughout the routine)</i>	
0	No skills performed
1.0 - 8.0	Less than a Majority of the team performs level appropriate skills
8.0 - 20	A Majority of the team performs level appropriate skills

PYRAMID DIFFICULTY <i>(cumulative throughout the routine)</i>	
0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	Level appropriate skills and at least two structures

STUNT & PYRAMID CONSIDERATIONS	
The following are considered when COMPARING Difficulty:	
<ul style="list-style-type: none"> Degree of difficulty of skills Percentage of team participation Minimal use of bases Variety of load-ins, dismounts and transitions Additional skills and combination of skills (non- level appropriate included) may increase your score within a range 	

TOSS DIFFICULTY <i>(cumulative throughout the routine)</i>	
0	No tosses performed
0.1 - 2.0	Tosses are thrown but none are level appropriate
2.0 - 3.0	Less than a Majority of the team performs a level appropriate toss
3.0 - 5.0	A Majority of the team performs a level appropriate toss

TOSS CONSIDERATIONS	
The following are considered when COMPARING Difficulty:	
<ul style="list-style-type: none"> Degree of difficulty of skills (L3 - L7) Height Minimal use of bases does not apply when scoring tosses Additional skills, variety, and combination of skills (non- level appropriate included) may increase your score within a range 	

STUNT & PYRAMID TECHNIQUE <i>Stunt: 20-points & Pyramid: 20-points</i>	
0	No skills performed
1.0 - 8.0	Skills executed with below average, stability, flexibility and synchronization
8.0 - 16	Skills executed with average, stability, flexibility and synchronization
16 - 20	Skills executed with above average to excellent, stability, flexibility and synchronization

STUNT DIFFICULTY: COED <i>(cumulative throughout the routine)</i>	
0	No skills performed
1.0 - 8.0	Less than a Majority of the athletes perform level appropriate skills. NO single based or assisted single based skills performed.
8.0 - 16	A Majority of the athletes perform level appropriate skills. Less than a Majority perform single based or assisted single based skills.
10 - 20	A Majority of the athletes perform level appropriate skills and a Majority of the athletes perform single based or assisted single based skills.
Transitional skills will NOT count towards the Single Based or Assisted Single Based requirement	

STUNT - TEAM MAJORITY (ALL GIRL & COED)	
ATHLETE COUNT	MAJORITY STUNTS
10 - 15	2
16 - 23	3
24	4

STUNT - MAJORITY EXPLAINED	
Majority for stunts is based on 4-person stunt group. Majority = $\frac{1}{2}$ of groups + 1 additional group.	
Example: 20 athletes \div 4 = 5 stunt groups, divided by 2 = 2.5 + 1 = 3.5 = 3 groups (Round down for decimal)	
24 athletes \div 4 = 6 stunt groups, divided by 2 = 3 + 1 = 4 groups	

TOSS - TEAM MAJORITY	
ATHLETE COUNT	MAJORITY STUNTS
10 - 19	2
20 - 24	3

TOSS - MAJORITY EXPLAINED	
Majority for tosses is based on 5-person stunt group. Majority = $\frac{1}{2}$ of groups + 1 additional group.	
Example: 16 athletes \div 5 = 3.2 stunt groups, divided by 2 = 1.6 + 1 = 2.6 = 2 groups (Round down for decimal)	
20 athletes \div 5 = 4 stunt groups, divided by 2 = 2 + 1 = 3 groups	

TOSS TECHNIQUE	
0	No skills performed
0.1 - 2.0	Skills executed with below average, flexibility, synchronization and height
2.0 - 4.0	Skills executed with average, flexibility, synchronization and height
4.0 - 5.0	Skills executed with above average to excellent, flexibility, synchronization and height

PYRAMID - MINIMUM TWO STRUCTURES	
Consecutive transitions within a pyramid will not meet the minimum requirement of hitting a structure. Structures must meet the definition of a "pyramid" in the IASF rules/glossary	

STANDING TUMBLING DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
0.1 - 2.0	Less than a Majority of the team performs one level appropriate pass and/or Majority perform below level appropriate passes
2.0 - 5.0	A Majority of the team performs one level appropriate pass including passes with multiple athletes and multiple synchronized passes

RUNNING TUMBLING DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
0.1 - 2.0	Less than a Majority of the team performs one level appropriate pass and/or Majority perform below level appropriate passes
2.0 - 5.0	A Majority of the team performs one level appropriate pass including passes with multiple athletes and multiple synchronized passes

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Degree of difficulty of skills
- Percentage of team participation
- Synchronization
- Variety
- Jump/Tumbling combination (Tumbling Only)
 - Jumps and Standing Tumbling will be judged separately, even if connected
- Jump/Tuck combination is considered level appropriate in Standing Tumbling for Levels 5-7
- In Levels 1-4 individual tumbling passes (tumbling passes by a single person) will NOT be considered in the scoring process

TUMBLING TECHNIQUE

(combined score for standing and running tumbling)

0	No skills performed
0.1 - 2.0	Skills/Pass(es) performed with below average execution and synchronization
2.0 - 4.0	Skills/Pass(es) performed with average execution and synchronization
4.0 - 5.0	Skills/Pass(es) performed with above average to excellent execution and synchronization

JUMP CONSIDERATIONS

The following are considered when **COMPARING** Difficulty:

- Percentage of team participation
- Synchronization
- Variety
- Connected jumps
- Configuration (to include quantity, choreography, etc.)

TUMBLING & JUMP - TEAM MAJORITY

ATHLETE COUNT	MAJORITY PASSES
10 - 11	6
12 - 13	7
14 - 15	8
16 - 17	9
18 - 19	10
20 - 21	11
22 - 23	12
24	13

TUMBLING - MAJORITY EXPLAINED

Majority for tumbling is defined as the following: $\frac{1}{2}$ team +1.

Example: $20 \text{ athletes} \div 2 = 10 + 1 = 11 \text{ athletes}$

$23 \text{ athletes} \div 2 = 11.5 + 1 = 12.5 = 12 \text{ athletes}$ (Round down for decimal)

JUMP DIFFICULTY & TECHNIQUE

(cumulative throughout the routine)

0	No jump skills performed
1.0 - 2.0	Less than a Majority of the team performs 1-3 jumps. Jump skills executed with below average to average technique, perfection, flexibility and synchronization.
2.0 - 3.0	Less than a Majority of the team performs 1-3 jumps. Jump skills executed with above average to excellent technique, perfection, flexibility and synchronization.
3.0 - 4.0	A Majority of the team performs 3 advanced jumps. Jump skills executed with average to above average technique, perfection, flexibility and synchronization.
4.0 - 5.0	A Majority of the team performs 3 advanced jumps. Jump skills executed with above average to excellent technique, perfection, flexibility and synchronization.

ADVANCED JUMPS

Herkie, Hurdler, Toe Touch, Pike, Double Nine

ADDITIONAL INFORMATION

In levels 1-4, individual tumbling passes (tumbling passes by a single person) will not be considered in the scoring process.

In levels 5-7, individual tumbling passes (tumbling passes by a single person) will be considered in the scoring process

In levels 6-7, all single and double twisting skills will count as level appropriate in standing and running tumbling

Synchronized tumbling is defined as passes that are intended to start and finish at the same time with more than one athlete.

ROUTINE CREATIVITY	
1.0 - 2.0	MINIMAL innovative, visual, unique and intricate ideas and incorporations.
2.0 - 4.0	AVERAGE innovative, visual, unique and intricate ideas and incorporations.
4.0 - 5.0	ABOVE AVERAGE TO EXCELLENT innovative, visual, unique and intricate ideas and incorporations.

BUILDING CREATIVITY	
1.0 - 3.0	BELOW AVERAGE visual, unique and intricate skills
3.0 - 8.0	AVERAGE visual, unique and intricate skills
8.0 - 10	ABOVE AVERAGE visual, unique and intricate skills

OVERALL ROUTINE IMPRESSION AND SHOWMANSHIP	
1.0 - 3.0	BELOW AVERAGE effectiveness in performing a comprehensive and positive memorable experience
3.0 - 8.0	AVERAGE effectiveness in performing a comprehensive and positive memorable experience
8.0 - 10	ABOVE AVERAGE TO EXCELLENT effectiveness in performing a comprehensive and positive memorable experience

FORMATIONS & TRANSITIONS	
1.0 - 3.0	BELOW AVERAGE in spacing, seamless pattern of movement, degree of difficulty with timing problems throughout routine along with poor use of floor with minimal visual elements
3.0 - 8.0	AVERAGE spacing and seamless patterns of movement. Average degree of difficulty few timing problems with average use of floor and visual elements
8.0 - 10	ABOVE AVERAGE TO EXCELLENT in spacing, seamless patterns of movement and degree of difficulty. Formation changes are cleanly executed with little to no timing problems. Formation changes throughout routine that add to visual impact and excitement of routine. Great use of total floor

DANCE	
0	No skills/elements performed
0.1 - 1.0	Skills/elements with MINIMAL incorporations of difficulty/technique considerations
1.0 - 2.0	Skills/elements with FEW incorporations of difficulty/technique considerations
2.0 - 5.0	Skills/elements with MULTIPLE incorporations of difficulty/technique considerations

DANCE CONSIDERATIONS	
The following are considered:	
<ul style="list-style-type: none"> Entertainment value Energy level Visual elements Variety of levels Formation changes Footwork & floorwork Partner work 	<ul style="list-style-type: none"> Pace & Intricacy Team participation Perfection Synchronization Precision of spacing Arm/Motion placement

CHEER	
0	No Cheer performed
1.0 - 10	Crowd Leading - Native Language Encouraged Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/program, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd. Execution

ADDITIONAL INFORMATION	
<ul style="list-style-type: none"> Creativity/Choreography: A team's effectiveness to implement innovative, visual, unique and intricate ideas, incorporations and music. Formations/Transitions: A team's effectiveness to demonstrate precise spacing and seamless patterns of movement. Overall Routine Impression: A team's effectiveness in performing a comprehensive and positive memorable experience. Showmanship: A team's effectiveness in demonstrating genuine enthusiasm and confidence with a high level of energy and excitement while instilling that same energy and excitement in those viewing the routine. 	