

STUNT DIFFICULTY: ALL GIRL

(cumulative throughout the routine)

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 *(cumulative throughout the routine)*

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:

- 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 *(cumulative throughout the routine)*

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:

- Degree of difficulty of skills
- 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

Stunt: 20-points & Pyramid: 20-points

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

(cumulative throughout the routine)

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 - 30	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 - 29	3
30	4

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

JUMP DIFFICULTY & TECHNIQUE <i>(cumulative throughout the routine)</i>	
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.

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 - 25	13
26 - 27	14
28 - 29	15
30	16

ADVANCED JUMPS
Herkie, Hurdler, Toe Touch, Pike, Double Nine

JUMP - 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 CONSIDERATIONS
<p>The following are considered when COMPARING Difficulty:</p> <ul style="list-style-type: none"> • Percentage of team participation • Synchronization • Variety • Connected jumps • Configuration (to include quantity, choreography, etc.)

ADDITIONAL INFORMATION
<p>No Tumbling Allowed</p> <p>EXCEPTION: Forward rolls, handstands, cartwheels and round offs allowed for stunting purposes or formation changes and must follow appropriate level inversion rules.</p>

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

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. • Dance: A team's ability to incorporate level and formation changes with dance skills that create visual effects, seamless transitions, footwork, partner work, floor work with a high level of energy and entertainment value. • 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. 	