

CATEGORY	POINTS
Jumps - difficulty & execution	10
Standing tumbling - difficulty	10
Running tumbling - difficulty	10
Tumbling execution - combined	20
Use of the floor	5
Creativity & musicality	5
Showmanship	5
TOTAL POINTS	65

SCORING NOTES

Jumps: 3-5: 1 advanced jump; 5-7: 2 connected; 7-10: 3 connected or 2 connected + 1. High range must include variety.

Tumbling Difficulty: 2-4 mostly L1; 4-6 mostly L2; 6-8 includes L3; 8-10 includes L4+. At least one standing pass AND one running pass are required to score both difficulty items.

Combined execution: 5-9 widespread issues; 9-13 average; 13-17 good; 17-20 excellent. Each overall item uses the range 3-5.

CATEGORY	POINTS
TECHNIQUE: category-specific style	20
Execution of overall movement	10
Technical skills & movement within category	10
Quality of movement	10
CHOREOGRAPHY: musicality	10
Routine staging	10
Complexity of movement	10
Difficulty of skills	10
OVERALL EFFECT: communication / projection / audience appeal & appropriateness	10
TOTAL POINTS	100

SCORING NOTES

Style: Pom - motion technique; Hip Hop - groove and authentic style; Jazz - continuity, extension and presence.

Solo assessment: assess staging, floor use and transitions for one athlete. Partner work, lifts and pair interaction do not apply.

TOTAL: 92 POINTS

CATEGORY	DIFFICULTY	EXECUTION	DRIVERS	TOTAL
BUILDING: Stunt	11	15	4	30
Pyramid	15	15	-	30
Tosses	2	2	-	4
Jumps	2	2	-	4
OVERALL: Dance	2	2	-	4
Formations & transitions	-	5	-	5
Routine creativity - panel average	-	-	-	10
Showmanship - panel average	-	-	-	5
TOTAL POINTS				92

SCORING NOTES

Routine creativity and showmanship use the average of the three category judges.

No standing or running tumbling score.

CATEGORY	DIFFICULTY	EXECUTION	DRIVERS	TOTAL
BUILDING: Stunt	10	15	2.5	27.5
Pyramid	13	15	-	28
TUMBLING: Standing	1.5	2	0.5	4
Running	1.5	2	0.5	4
Jumps	2	2	-	4
OVERALL: Dance	2	2	-	4
Formations & transitions	-	5	-	5
Routine creativity - panel average	-	-	-	10
Showmanship - panel average	-	-	-	5
TOTAL POINTS				91.5

SCORING NOTES

Routine creativity and showmanship use the average of the three category judges.

Stunt drivers up to 2.5; pyramid difficulty up to 13.

Calculation: (raw score x 100 / 91.5) minus deductions = percentage of perfection.

CATEGORY	POINTS
Stunt & Pyramid Execution - combined	4
Jump execution	2
Dance - difficulty	1
Dance - execution	1
Formations & transitions	2
Routine creativity - 3-judge average	2
Showmanship - 3-judge average	2
TOTAL POINTS	14

SCORING NOTES

No tumbling score; tumbling is not rated or required.

CATEGORY	POINTS
Jump execution	2
Dance - difficulty	1
Dance - execution	1
Formations & transitions	2
Routine creativity - 3-judge average	2
Showmanship - 3-judge average	2
TOTAL POINTS	10

SCORING NOTES

No tumbling score; tumbling is not rated or required.

No stunts, pyramids or tosses. Only cartwheels and forward rolls are permitted as tumbling; no handstands or backbends / bridges.

Ratings: Outstanding below 7.5; Excellent 7.5 to below 9.0; Superior 9.0-10.0.

TOTAL: 96 POINTS

CATEGORY	DIFFICULTY	EXECUTION	DRIVERS	TOTAL
BUILDING: Stunt	11	15	4	30
Pyramid	15	15	-	30
TUMBLING: Standing	1.5	2	0.5	4
Running	1.5	2	0.5	4
Jumps	2	2	-	4
OVERALL: Dance	2	2	-	4
Formations & transitions	-	5	-	5
Routine creativity - panel average	-	-	-	10
Showmanship - panel average	-	-	-	5
TOTAL POINTS				96

SCORING NOTES

Routine creativity and showmanship use the average of the three category judges.

Level 1 has no toss score.

CATEGORY	DIFFICULTY	EXECUTION	DRIVERS	TOTAL
BUILDING: Stunt	11	15	4	30
Pyramid	15	15	-	30
Tosses	2	2	-	4
TUMBLING: Standing	1.5	2	0.5	4
Running	1.5	2	0.5	4
Jumps	2	2	-	4
OVERALL: Dance	2	2	-	4
Formations & transitions	-	5	-	5
Routine creativity - panel average	-	-	-	10
Showmanship - panel average	-	-	-	5
TOTAL POINTS				100

SCORING NOTES

Routine creativity and showmanship use the average of the three category judges.