

Event:
Team:
Division:

Team Number:
Day:
Panel:

# Athletes	
# of Males	



BUILDING – ALLSTAR

BUILDING DIFFICULTY			
Degree of difficulty; % of team participation; minimal use of bases; variety of, load-ins, dismounts and transitions; additional skills and combination of skills (non-level included). Use of structures if pyramids performed. Variety of tosses if tosses performed (except level 2). Height of tosses if tosses performed. Coed teams = usage of coed skills			
No skills performed	0		
Low difficulty	0 - 18		
Average to above average difficulty	18 - 36		
Very difficult skills	36 - 45		BD /45
BUILDING EXECUTION			
Demonstrated ability of technique, flexibility and synchronization in building skills. Demonstrated stability in stunt and pyramid skills (if performed). Demonstrated uniformity of height in tosses if performed.			
No skills performed	0		
Below average execution	0 - 18		
Average to above average execution	18 - 36		
Excellent execution	36 - 45		BE /45
BUILDING CREATIVITY			
Demonstrated innovative, visual, unique and intricate skills (includes tosses if executed)			
Below average creativity	0 - 4		
Average to above average creativity	4 - 8		
Excellent creativity	8 - 10		BC /10

Total / 100	
--------------------	--

Event:
Team:
Division:

Team Number:
Day:
Panel:

# Athletes	
------------	--



TUMBLING – ALLSTAR

JUMP EXECUTION/DIFFICULTY		Degree of difficulty (variety, combinations, type of jump, flexibility & strength required for jump type); % of team participation; synchronization; height of jump(s)
No skills performed	0	
Jump skills executed with poor to below average technique, perfection, flexibility and synchronization	0 - 4	
Jump skills executed with average to above average technique, perfection, flexibility and synchronization	4 - 8	
Jump skills executed with excellent technique, perfection, flexibility and synchronization	8 - 10	
		J /10

EXCLUDED IN NON-TUMBLING DIVISIONS

STANDING TUMBLING DIFFICULTY		Degree of difficulty; percent of team participation; variety and combination of skills; synchronization of skills
No skills performed	0	
Non-difficult skills/passes	0 - 2	
Average to above average difficulty in skills/passes	2 - 4	
Very difficult skills/passes	4 - 5	
		TD /5

RUNNING TUMBLING DIFFICULTY		Degree of difficulty; percent of team participation; variety and combination of skills; synchronization of skills
No skills performed	0	
Non-difficult passes. Minimal athletes per pass; minimal synchronized passes; below average synchronization; below average difficulty	0 - 2	
Moderately difficult passes. Minimal athletes per pass; minimal synchronized passes; average to above average synchronization; average to above average difficulty	2 - 4	
Very difficult passes. Many athletes per pass; multiple synchronized passes; excellent synchronization; high degree of difficulty	4 - 5	
		NOTE: In Levels 1-4, individual tumbling passes (tumbling passes by a single person) will not be considered in the difficulty score
		RTD /5

TUMBLING EXECUTION		Demonstrated ability of technique and synchronization (execution, body positioning, control, speed, height, landings, timing/synchronization, uniformity of technique)
No skills performed	0	
Below average technique and synchronization	0 - 2	
Average to above average technique and synchronization	2 - 4	
Excellent technique and synchronization	4 - 5	
		TE /5

Total / 25 (Non-Tumble /10)	
--	--

Event:
Team:
Division:

Team Number:
Day:
Panel:

# Athletes	
------------	--



OVERALL – ALLSTAR

DANCE			
No dance performed.	0		
Dance incorporates minimal level and formation changes with dance skills that create minimal visual effects with seamless transitions. Minimal footwork, partner work and floor work. Performed with low energy and entertainment value. Dance skills/elements performed with below average technique, perfection, synchronization, and uniformity. Slow pace.	0 - 4		
Dance incorporates some level and formation changes with dance skills that create some visual effects with seamless transitions. Some footwork, partner work and floor work. Performed with average/above average energy and entertainment value. Dance skills/elements performed with average/above average technique, perfection, synchronization and uniformity. Average/above average pace.	4 - 8		
Dance incorporates multiple level and formation changes with dance skills that create many visual effects with seamless transitions. Variety of footwork, partner work and floor work. Performed with high energy and entertainment value. Dance skills/elements performed with excellent technique, perfection, synchronization and uniformity. Strong pace.	8 - 10		
		* Partner work not considered for Non-Stunt	D /10
ROUTINE CREATIVITY			
Minimal incorporation of innovative, visual, unique and intricate ideas.	0 - 2		
Average to above average incorporation of innovative, visual, unique and intricate ideas.	2 - 4		
Excellent incorporation of innovative, visual, unique and intricate ideas.	4 - 5		RC /5
FORMATIONS / TRANSITIONS			
Below average in spacing and seamless patterns of movement. Below average degree of difficulty with timing problems throughout routine along with poor to below average use of floor and minimal visual elements.	0 - 4		
Average to above average spacing and seamless patterns of movement. Average to above average degree of difficulty, few timing problems with average to above average use of floor and visual elements.	4 - 8		
Excellent 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 visuals and excitement of routine. Great use of total floor.	8 - 10		F/T /10
OVERALL ROUTINE IMPRESSION AND SHOWMANSHIP			
Below average effectiveness in performing a comprehensive and positive memorable experience.	0 - 4		
Average to above average effectiveness in performing a comprehensive and positive memorable experience.	4 - 8		
Excellent effectiveness in performing a comprehensive and positive memorable experience.	8 - 10		I&S /10

Total / 35	
-------------------	--

Event:
 Team:
 Division:

Team Number:
 Day:
 Panel:



CHEER

EFFECTIVE MATERIAL		(Native language encouraged, voice, pace, flow, etc.)	
Low	0 - 2		M /5
Medium	2 - 4		
High	4 - 5		
USE OF PROPS		(Signs, megaphones, flags, motion technique, etc. emphasize the words)	
Low	0 - 2		P /5
Medium	2 - 4		
High	4 - 5		
CROWD LEADING / ENERGY		(Use of floor, would encourage crowd engagement, consistent energy, etc.)	
Low	0 - 2		L/E /5
Medium	2 - 4		
High	4 - 5		
SKILL INCORPORATION		(Skills visually enhance and emphasize the cheer)	
Low	0 - 2		SI /5
Medium	2 - 4		
High	4 - 5		
SKILL EXECUTION		(Precision, execution and timing)	
Low	0 - 2		SE /5
Medium	2 - 4		
High	4 - 5		

Total / 25	
-------------------	--