



# School & Rec. Extreme Judging Ranges

(Skills must be performed by the majority of the athletes on floor.)

Stunt Difficulty	Pyramid Difficulty	Tumbling Difficulty
<b>3-4</b>	<b>3-4</b>	<b>3-4</b>
Extensions or One Leg Variations at Prep Level	Pyramids involving Extended One Leg Stunts	Round-off BHS Back Tucks or Round-off Back Tucks or Standing BHS Series
<b>4-5</b>	<b>4-5</b>	<b>4-5</b>
Extended One Leg Stunts Required Dismount: Single Twist from Two Leg Stunts	Pyramids involving multiple transitional elements, one of which is a release and multiple extended structures including extended one leg stunts.	Layouts/Fulls or Standing Backs or Standing BHS Back Tucks

## **TIMING** (9.0-10.0)

Synchronization & uniformity

## **ROUTINE COMPOSITION** (9.0-10.0)

Movements, Patterns & Spacing

## **OVERALL APPEAL** (9.0-10.0) Overall

Execution of Routine, Routine Appropriateness, Enthusiasm & Energy

## **DANCE** (9.0-10.0)

Team's ability to incorporate level changes, transitions, foot & floorwork, visual movements with high levels of execution

## **Motions** (4.0-5.0)

Ability to incorporate level changes with strong execution and technique.

## **Voice Projection** (4.0-5.0)

Ability to projected during cheer segment

## **Use of Props** (4.0-5.0)

Creativity and seamless use of props to lead the crowd during cheer segment

## **TOSSES**

Tossed are not required but may be executed & scored under the pyramid section

## **JUMP DIFFICULTY** (4.0-5.0)

4.0 – Single Jump

4.2 – Double Jump combination of formations

4.4 – Triple Jump combinations with no variety of jumps

4.6 – Triple Jump combination with variety of jumps

4.8 – Quad Jump combinations or Triple Jump combination with single jump, no variety

5.0 – Quad Jump combination or Triple Jump combination with single jump, including variety

\*Advanced Jumps = Toe Touch, Right/Left Hurdlers (front or side), Pike

**Tumbling Difficulty/Execution** will be scored in standing and running categories.

## **Creativity** (2.0-2.5)

will be scored in stunts and pyramids