



School & Rec. Max Judging Ranges

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

Stunt Difficulty	Pyramid Difficulty	Tumbling Difficulty
3-4	3-4	3-4
Extension preps or One Leg Variations Below Prep Level	Pyramids involving Extended Two Leg Stunts and/or One Leg Stunts at Prep Level	Cartwheels, Round-offs or Forward/Backward Walkovers
4-5	4-5	4-5
Extensions or One Leg Variations at Prep Level	Pyramids involving Extended One Leg Stunts	Round-off BHS, Standing BHS or BHS Series

TIMING (4.0-5.0)

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 (4.0-5.0)

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