

CLASS
LEVEL

DESIGNATION

SCHOOL

		Difficulty	Execution	TOTALS		
STUNTS	STANDARD	<input type="checkbox"/> Two Foot Prep Level <input type="checkbox"/> Two Foot Extension <input type="checkbox"/> Half Up to Prep <input type="checkbox"/> Prep Level Single Leg (all body positions) <input type="checkbox"/> Basket Straight Ride	3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts.	All categories are based on MAJORITY (majority = half (50%) or more of the team) Total Team Members = <input type="text"/> Majority = <input type="text"/> Group Stunts = <input type="text"/> Single Base Stunts = <input type="text"/>		
	SUPERIOR	<input type="checkbox"/> Straight Up to Single Leg Lib <input type="checkbox"/> Switch Up to Prep <input type="checkbox"/> Half Up Extension <input type="checkbox"/> Non-Release Full Up to Prep <input type="checkbox"/> Non-Release Full Up to Extension <input type="checkbox"/> Single Base Skills Single Leg Prep <input type="checkbox"/> Single Base Skills Two Foot Prep <input type="checkbox"/> Basket with One Skill (including ball x) <input type="checkbox"/> Full Release Inversion to Prep <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg	3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts.	PERFECTION OF SKILL <input checked="" type="checkbox"/> Denotes Superior Performance <input type="checkbox"/> Proper Technique <input type="checkbox"/> Synchronization <input type="checkbox"/> Spacing <input type="checkbox"/> Clean Transitions <input type="checkbox"/> Incorporation of Co-Ed Skills if Applicable COMMENTS (Stunts)		
	ELITE	<input type="checkbox"/> Straight Up Single Leg Extended (all body except Lib) <input type="checkbox"/> Prep Full Around to Prep <input type="checkbox"/> Full Up to Extended Two Feet <input type="checkbox"/> Full Up to Single Leg Extended (all body) <input type="checkbox"/> Prep to Extended Full Around (Two Feet/Single Leg) <input type="checkbox"/> Single Base Skills Extended (Two Feet/Single Leg) <input type="checkbox"/> Switch Up to Single Leg Extended (all body) <input type="checkbox"/> Half Up Switch Up Extended <input type="checkbox"/> Kick Full Basket <input type="checkbox"/> High to High (all body) <input type="checkbox"/> Full Release Inversion Extended	3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.	COMMENTS (Pyramids)		
				10	15	25
PYRAMIDS	STANDARD = 1 pt. <input type="checkbox"/> Braced structure with or without level change or transition.		<input type="checkbox"/> Technique <input type="checkbox"/> Structures <input type="checkbox"/> Braced Structures <input type="checkbox"/> 2 or MORE Transitions <input type="checkbox"/> Execution			
	SUPERIOR = 3 pts. <input type="checkbox"/> Two or more transitions and structures from Superior Stunt box, with minimum number of flyers. (example: 5 flyers, use only 2)					
	ELITE = 5 pts. <input type="checkbox"/> Two or more transitions and structures from Elite Stunt box, with more than 50% of top girls involved in elite skills or transitions.			5	10	15
OVERALL	Overall Impression of Stunts and Pyramids				0	
			5		5	
Judge's Signature		{Judge Name}	<input type="checkbox"/>			
Tabulator's Initials		SC/SB	<input type="checkbox"/>	SUB SCORE	0	