

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/Extended <input type="checkbox"/> Non-Release Full Up Prep/Extended <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Prep Level Single Leg (all body positions) <input type="checkbox"/> Straight up to Single Leg (all body positions) <input type="checkbox"/> Basket with Straight Ride <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg <input type="checkbox"/> Switch Up to Prep <input type="checkbox"/> Single Base Skills Two Foot Prep <input type="checkbox"/> Single Base Skills Single Leg Prep	3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts.	<i>All categories are based on MAJORITY</i> (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"/> Single Base Two Feet Extended <input type="checkbox"/> Switch Up Extended Single Leg (all body positions) <input type="checkbox"/> Basket with one skill (including ball X) <input type="checkbox"/> Full Up to Extended Two Feet <input type="checkbox"/> Full Up to Lib <input type="checkbox"/> High to High Lib <input type="checkbox"/> Half Up Switch Up <input type="checkbox"/> Prep Full Around to Prep <input type="checkbox"/> Prep to Extended Full Around Two Feet <input type="checkbox"/> Full Release Inversion to Prep	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"/> Full Up to Single Leg Extended (with body position) <input type="checkbox"/> Full Up Switch Up Extended <input type="checkbox"/> Prep to Extended Full Around Single Leg (all body positions) <input type="checkbox"/> Tick Full Around <input type="checkbox"/> 1 ½ Full Up to Extended <input type="checkbox"/> Double Up to Extended <input type="checkbox"/> High to High Full Around Extended <input type="checkbox"/> Continuous Tick Series (two or more) ends at extended <input type="checkbox"/> High to High Tick (with body position) <input type="checkbox"/> Single Base Skills Single Leg Extended <input type="checkbox"/> Kick Full Basket <input type="checkbox"/> Full Release Inversion to Extension <input type="checkbox"/> Full Release Inversion with Rotation	3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.	COMMENTS (Pyramids)
			10	15
PYRAMIDS	STANDARD = 1 pt.	<input type="checkbox"/> Braced structure with or without level change or transition.	<input type="checkbox"/> Technique	
	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)	<input type="checkbox"/> Structures <input type="checkbox"/> Braced Structures	
	ELITE = 5 pts.	<input type="checkbox"/> Two or more elite transitions and elite structures from Elite Stunt box, with more than 50% of top girls involved in elite skills or transitions.	<input type="checkbox"/> 2 or MORE Transitions <input type="checkbox"/> Execution	0 10 15
OVERALL	Overall Impression of Stunts and Pyramids	5		0 5
	Judge's Signature	{Judge Name}	<input type="checkbox"/>	
	Tabulator's Initials	SC/SB	<input type="checkbox"/>	SUB SCORE 0