

DIFFICULTY		EXECUTION	
STUNTS	STANDARD <input type="checkbox"/> Basket Straight Ride <input type="checkbox"/> Half Up to Prep <input type="checkbox"/> Prep Level Single Leg (all body positions) <input type="checkbox"/> Two Foot Extension <input type="checkbox"/> Two Foot Prep Level <div style="float: right; border: 1px solid gray; padding: 5px;"> 3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts. </div>	All categories are based on MAJORITY (Majority = 40% or more of the team) Total Team Members = _____ Majority = _____ Group Stunts = _____ Single Base Stunts = _____ ELITE Pyramid Majority (if needed) = _____	
	SUPERIOR <input type="checkbox"/> Basket with One Skill (including ball x) <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Full Release Inversion to Prep <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg <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"/> Straight Up to Single Leg Lib (from ground or prep) <input type="checkbox"/> Switch Up to Prep <div style="float: right; border: 1px solid gray; padding: 5px;"> 3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts. </div>		
	ELITE <input type="checkbox"/> Full Release Inversion Extended <input type="checkbox"/> Full Up to Extended Two Feet <input type="checkbox"/> Full Up to Single Leg Extended (all body) <input type="checkbox"/> Half Up Switch Up Extended <input type="checkbox"/> High to High (all body) <input type="checkbox"/> Kick Full Basket <input type="checkbox"/> Prep Full Around to Prep <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"/> Straight Up Single Leg Extended (with immediate body position, no lib) <input type="checkbox"/> Switch Up to Single Leg Extended (all body) <div style="float: right; border: 1px solid gray; padding: 5px;"> 3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts. </div>		
COMMENTS	10	15	25
PYRAMIDS <small>total majority still applies</small>	STANDARD = 1 pt. <input type="checkbox"/> Braced structure(s) with or without level change or transitions.	PERFECTION OF SKILL ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed ✓+ ✓- <input type="checkbox"/> <input type="checkbox"/> Clean Transitions <input type="checkbox"/> <input type="checkbox"/> Incorporation of Co-Ed Skills (if applicable) <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Spacing <input type="checkbox"/> <input type="checkbox"/> Synchronization	
	SUPERIOR = 3 pts. Two or more transitions and structures from Superior Stunt box, with less than 50% of group stunt majority top girls involved in superior skills or transitions. (example: Majority group stunt number is 4, uses less than 3 groups involved)		
	ELITE = 5 pts. ELITE Pyramid Majority (if needed) = _____ Two or more elite transitions and elite structures with variety from Elite Stunt box, using more than 50% of group stunt majority top girls involved in elite skills or transitions. (example: Majority group stunt number is 4 = 3 groups involved)		
COMMENTS	5	10	15
OVERALL	OVERALL IMPRESSION OF STUNTS & PYRAMIDS *Routine goes above and beyond* (Examples, but not limited too: Visuals, Transitions, Dismounts, Variety, Using whole team of stunt groups vs majority, Whole team executing same difficulty, Use of Co-Ed Skills in Co-Ed Category, Executes more skills than minimum required to max out difficulty score.)		
	COMMENTS	5	
Judge's Signature	<input type="checkbox"/>		
Tabulator(s)	<input type="checkbox"/>	SUB SCORE	