GLOBAL PREP LVL 1 - 3

STUNTS	3.0 - Below - Skills performed do not meet 4.55 requirement 4.55 - Low - 3 level appropriate skill was performed by MOST of the groups 4.7 - Mid - 2 level appropriate skills were performed by the MAJORITY number of groups. 4.85 - High - 3 level appropriate skills were performed by MAJORITY of the groups. 5.0 - Max - 3 level appropriate skills performed by MOST of the groups at the same time rippled or synchronized without recycling athletes	Top Person (0-2) Basing Unit (0-2) Spacing (0-2) Transitions (0-2) Pace (0-2)	___/15
PYRAMID	3.0 - Below - Skills performed do not meet the 4.55 requirements. 4.55 - Low - Skills performed had 1 structures and 1 level appropriate skill 4.7 - Mid - Skills performed had 2 structures and 1 level appropriate skill 4.85 - High - Skills performed had 2 structures and 2 level appropriate skills 5.0 - Max -Skills performed had 2 structures and 3 level appropriate skills	Top Person (0-2) Basing Unit (0-2) Spacing (0-2) Transitions (0-2) Pace (0-2)	___/15
BUILDING QUANITY	3 - Below - Skills performed do not meet the low requirement. 4 - Low - 1 Level Appropriate Skill by MAJORITY 4.5 - Mid - 1 Level Appropriate Skill by MOST OR 1 Elite Skill by MAJORITY.		___/5

	☐ 5 - Max - 1 Elite skill performed by MOST of the groups.		
BUILDING CREATIVITY		Creativity (0-2.5) [ ]	___/2.5

Comments

	Total		

STANDING	☐ 3.0 - Below - Skills performed do not meet 4.55 requirement ☐ 4.55 - Low - Majority of the team performs 1 level appropriate tumble skills. ☐ 4.7 - Mid - Majority of the team performs 2 level appropriate tumble skill. ☐ 4.85 - High - Most of the team performs 1 level appropriate tumble skills. ☐ 5.0 - Max - MOST of the athletes perform 2 level appropriate tumble skills or 1 Elite and 1 level appropriate skill.	Approach (0-2.5) [ ] Body Control (0-2.5) [ ] Synchronization (0-2.5) [ ] Landing (0-2.5) [ ]	___/15
RUNNING	☐ 3.0 - Below - Skills performed do not meet the 4.55 requirements. ☐ 4.55 - Low - Majority of the team performs 1 level appropriate tumble skills. ☐ 4.7 - Mid - Majority of the team performs 2 level appropriate tumble skill. ☐ 4.85 - High - Most of the team performs 1 level appropriate tumble skills. ☐ 5.0 - Max - MOST of the athletes perform 2 level appropriate tumble skills or 1 Elite and 1 level appropriate skill.	Approach (0-2.5) [ ] Body Control (0-2.5) [ ] Synchronization (0-2.5) [ ] Landing (0-2.5) [ ]	___/15
JUMPS	☐ 1.0 - Below -Skills performed do not meet low requirements	Arm Placement (0-2) [ ]	___/7.5

☐ 2.05 - Low - 1 Jump was performed by MOST of the team.	Leg Placement (0-2) [ ]
☐ 2.2 - Mid - 2 Jumps were performed by MAJORITY of the team.	Timing (0-1) [ ]
☐ 2.35 - High - 2 Connected jumps were performed by MOST of the team.	
☐ 2.5 - Max - 2 Connected jumps performed by MAXIMUM of the team.	

Comments

Total	

Overall	Difficulty/Comp/Overall Execution (0-5)	(0-2.5)	J3 TOTALS
DANCE			
ROUTINE COMPOSITION			
OVERALL PERFORMANCE			
Total			

Comments

Cheer Deductions	Timestamp	# Penalty Points	Explanation	J4 DEDUCTIONS
AF :Athlete Fall (.25) (0.25)				
BF :Building Fall (.75) (0.75)				
MF :Major Building Fall (1.25) (1.25)				
MX :Maximum (1.75) (1.75)				

BV :Boundary Violation (.25) (0.25)					
TL :Time Limit Violation (.25) (0.25)					
Other/Duplicate Deduction 1 (explain)					
	Total Deductions				

Cheer Safety	Timestamp	# Penalty Points	Explanation	J5 DEDUCTIONS
TS :Tumbling Safety (.50) (0.5)				
BS :Building Safety (1.0) (1)				
IM :Image Policy (.25) (0.25)				
US :Unsportsmanlike (1.0) (1)				
Minimum :Minimum Athlete Requirement (5.0) (5)				
Eligibility :Eligibility Requirement (5.0) (5)				
	Total			

Event ID: 0   Div Code: Routine ID: Acct ID: Team ID: SuperSquad: ScoreSheetID: 14779