



Day:

GLOBAL ELITE LVL 1

<p>STUNTS</p>	<p><input type="checkbox"/> 3.0 - Below - Skills performed do not meet 4.55 requirement</p> <p><input type="checkbox"/> 4.55 - Low - 1 level appropriate skill was performed by MOST of the groups.</p> <p><input type="checkbox"/> 4.7 - Mid - 2 level appropriate skills performed by MOST of the groups.</p> <p><input type="checkbox"/> 4.85 - High - 3 level appropriate skills performed by MOST of the groups.</p> <p><input type="checkbox"/> 5.0 - Max - 4 level appropriate skills performed by MOST of the groups.</p>	<p>Top Person (0-2) <input type="text"/></p> <p>Basing Unit (0-2) <input type="text"/></p> <p>Spacing (0-2) <input type="text"/></p> <p>Transitions (0-2) <input type="text"/></p> <p>Pace (0-2) <input type="text"/></p>	<p>___/15</p>
<p>PYRAMID</p>	<p><input type="checkbox"/> 3.0 - Below - Skills performed do not meet the 4.55 requirements.</p> <p><input type="checkbox"/> 4.55 - Low - Skills performed had 1 structures and 1 level appropriate skill</p> <p><input type="checkbox"/> 4.7 - Mid - Skills performed had 2 structures and 1 level appropriate skill</p> <p><input type="checkbox"/> 4.85 - High - Skills performed had 2 structures and 2 level appropriate skills</p> <p><input type="checkbox"/> 5.0 - Max - Skills performed had 2 structures and 3 level appropriate skills</p>	<p>Top Person (0-2) <input type="text"/></p> <p>Basing Unit (0-2) <input type="text"/></p> <p>Spacing (0-2) <input type="text"/></p> <p>Transitions (0-2) <input type="text"/></p> <p>Pace (0-2) <input type="text"/></p>	<p>___/15</p>
<p>BUILDING QUANTITY</p>	<p><input type="checkbox"/> 3 - Below - Skills performed do not meet the low requirement.</p> <p><input type="checkbox"/> 4 - Low - 1 Level Appropriate Skill by MAJORITY of the stunt groups</p> <p><input type="checkbox"/> 4.5 - Mid - 1 Level Appropriate Skill by MOST OR 1 Elite Skill by MAJORITY of the stunt groups</p> <p><input type="checkbox"/> 5 - Max - 1 Elite skill performed by MOST number of stunt groups</p>		<p>___/5</p>
<p>BUILDING CREATIVITY</p>		<p>Creativity (0-2.5) <input type="text"/></p>	<p>___/2.5</p>

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 - Most of the team performs 1 level appropriate tumble skill.
- 4.85 - High - Most of the team performs 2 level appropriate tumble skills.
- 5.0 - Max - Maximum number of 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 - Most of the team performs 1 level appropriate tumble skill.
- 4.85 - High - Most of the team performs 2 level appropriate tumble skills.
- 5.0 - Max - Maximum number of athletes perform 2 level appropriate tumble skills IN THE SAME PASS or 1 Elite and 1 level appropriate skill IN THE SAME PASS

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
- 2.05 - Low - 1 Jump was performed by MOST of the team.
- 2.2 - Mid - 2 Jumps were performed by MOST of the team.

Arm Placement (0-2)

Leg Placement (0-2)

Timing (0-1)

____/7.5

	<input type="checkbox"/> 2.35 - High - 2 jumps were performed by MOST of the team. <input type="checkbox"/> 2.5 - Max - 2 jumps **MUST HAVE VARIETY ** and 1 additional jump performed by MOST of the team.		
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Comments

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

Comments

Cheer Deductions	Timestamp	# Penalty Points	Explanation	J4 DEDUCTIONS
AF :Athlete Fall (.05) (0.05)				
MAF :Major athlete Fall (.10) Drops to the knees, seat or head while performing an airborne tumbling skill (0.75)				
BB : Building Bobble (.25) Base OR spotter drops to the performing surface during a skill, Top person loses control of the skill, Both feet or hands or the top person come in contact with the performing surface during a cradle or catch, drop to the perf (0.25)				
BF :Building Fall (.75) Flyer falls from a stunt onto a base or spotter and does not hit the floor, does not maintain obvious control of the skill and/or falls to a cradle or catch without making contact with the performing surface, drops to a catch or (0.75)				
MBF :Major Building Fall (1.25) Flyer and/or base/bases make contact with the performing surface from a building skill by hand/hands/foot/feet or body, top person lands on base and/or spotter who drops to the performing surface, top person lands on the p (1.25)				

			Total Deductions		
Cheer Safety	Timestamp	# Penalty Points	Explanation	J5 DEDUCTIONS	
Warning (0.0) Applied by the safety judge at their discretion.					
BS :Tumbling / General Rule (0.1) General rule infraction or tumbling violation. (0.1)					
Minor :Minor Rule Infraction (.25) Building infraction, early release or late connection by required bracer(s) by less than 50% of the groups performing the skill that is illegal for that level. (0.25)					
Major :Major Rule Infraction (0.50) Building infraction, early release or late connection by required bracer(s) by more than 50% of the groups performing the skill that is illegal for that level. If a skill is performed illegally and appears to be inhere (0.5)					
OOB :Out of Bounds (0.25) Both feet of the athlete off of the entire performing surface. Performing surface includes any borders attached to the performance floor. (0.25)					
Time 1 :Time Violation 3 - 5 seconds (.50) Over time limit 3 - 5 seconds (0.5)					
Time 2 :Time Violation 5+ seconds Over time limit 5+ seconds (1)					
			Total		

Event ID: 0

Div Code:

Routine ID:

Acct ID:

Team ID:

SuperSquad:

ScoreSheetID:

14972