



Day:

GLOBAL ELITE LVL 2 - 7

| | | | |
|-----------------------|--|---|----------------|
| <p>STUNTS</p> | <p><input type="checkbox"/> 3.0 - Below - Skills performed do not meet 4.55 requirement</p> <p>4.55 - Low - 1 level appropriate skill</p> <p><input type="checkbox"/> was performed by MOST of the groups 1 coed stunt if coed</p> <p>4.7 - Mid - 2 level appropriate skills</p> <p><input type="checkbox"/> performed by MOST of the groups. 1 coed stunt if coed</p> <p>4.85 - High - 3 level appropriate skills performed by MOST of the groups. 1 coed stunt if coed</p> <p>5.0 - Max - 4 level appropriate skills</p> <p><input type="checkbox"/> performed by MOST of the groups. 1 Coed Stunt if coed</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>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>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>TOSSES</p> | <p><input type="checkbox"/> 1.0 - Below - Skills performed do not meet low requirements</p> <p><input type="checkbox"/> 2.2 - Low - Less than MAJORITY of the team performs a toss.</p> <p><input type="checkbox"/> 2.35 - Mid - MAJORITY of the team performs a level appropriate toss.</p> <p>2.5 - Max - MOST of the team</p> <p><input type="checkbox"/> performs a level appropriate toss rippled or synchronized in the</p> | <p>Top Person (0-2) <input type="text"/></p> <p>Basing Unit (0-2) <input type="text"/></p> <p>Height (0-1) <input type="text"/></p> | <p>___/7.5</p> |

| | | | |
|--------------------------|--|--|-------|
| | same section without recycling athletes. | | |
| BUILDING QUANTITY | <input type="checkbox"/> 3 - Below - Skills performed do not meet the low requirement. <input type="checkbox"/> 4 - Low - 1 Level Appropriate Skill by MAJORITY of the groups. <input type="checkbox"/> 4.5 - Mid - 1 Level Appropriate Skill by MOST OR 1 Elite Skill by MAJORITY of the groups. <input type="checkbox"/> 5 - Max - 1 Elite skill performed by MOST of the groups. | | ___/5 |

| | | | |
|----------------------------|--|---|---------|
| BUILDING CREATIVITY | | Creativity (0-2.5) <input type="text"/> | ___/2.5 |
|----------------------------|--|---|---------|

Comments

| | |
|-------|----------------------|
| Total | <input type="text"/> |
|-------|----------------------|

| | | | |
|-----------------|--|--|--------|
| STANDING | <input type="checkbox"/> 3.0 - Below - Skills performed do not meet 4.55 requirement <input type="checkbox"/> 4.55 - Low - Majority of the team performs 1 level appropriate tumble skills. <input type="checkbox"/> 4.7- Mid - Most of the team performs 1 level appropriate tumble skill. <input type="checkbox"/> 4.85 - High - Most of the team performs 2 level appropriate tumble skills. <input type="checkbox"/> 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) <input type="text"/> Body Control (0-2.5) <input type="text"/> Synchronization (0-2.5) <input type="text"/> Landing (0-2.5) <input type="text"/> | ___/15 |
|-----------------|--|--|--------|

| | | | |
|----------------|--|--|--------|
| RUNNING | <input type="checkbox"/> 3.0 - Below - Skills performed do not meet the 4.55 requirements. <input type="checkbox"/> 4.55 - Low - Majority of the team performs 1 level appropriate tumble skills. <input type="checkbox"/> 4.7 - Mid - Most of the team performs 1 level appropriate tumble skill. | Approach (0-2.5) <input type="text"/> Body Control (0-2.5) <input type="text"/> Synchronization (0-2.5) <input type="text"/> | ___/15 |
|----------------|--|--|--------|

| | | | |
|--------------|--|---|------|
| | <input type="checkbox"/> 4.85 - High - Most of the team performs 2 level appropriate tumble skills. <input type="checkbox"/> 5.0 - Max - Maximum number of athletes perform 2 level appropriate tumble skills or 1 Elite and 1 level appropriate skill | Landing (0-2.5) <input type="text"/> | |
| JUMPS | <input type="checkbox"/> 1.0 - Below -Skills performed do not meet low requirements <input type="checkbox"/> 2.05 - Low - 1 Jump was performed by MOST of the team. <input type="checkbox"/> 2.2 - Mid - 2 Jumps were performed by MAJORITY of the team. <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. | Arm Placement (0-2) <input type="text"/> Leg Placement (0-2) <input type="text"/> Timing (0-1) <input type="text"/> | /7.5 |

Comments

| | | |
|-------|--|----------------------|
| Total | | <input type="text"/> |
|-------|--|----------------------|

| 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) Drops to the performance floor by a hand/hands while performing an airborne tumbling or jump skill or a fall to the floor by an athlete during a transition in or out of a formation or skill. (0.05) | | | | |

| | | | | |
|---|-------------------------|--|--|--|
| MAF :Major athlete Fall (.10) Drops to the knees, seat or head while performing an airborne tumbling skill (0.1) | | | | |
| 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. | | | | |
| T/G :Tumbling / General Rule (0.1) General rule infraction or tumbling violation. (0.1) | | | | |
| Min :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) | | | | |
| Maj :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 | | | |

