



Day:

**GLOBAL PREP LVL 1 - 3**

<p><b>STUNTS</b></p>	<p><input type="checkbox"/> 3.0 - Below - Skills performed do not meet 4.55 requirement</p> <p>4.55 - Low - 3 level appropriate skill</p> <p><input type="checkbox"/> was performed by MOST of the groups</p> <p>4.7 - Mid - 2 level appropriate skills</p> <p><input type="checkbox"/> were performed by the MAJORITY number of groups.</p> <p>4.85 - High - 3 level appropriate</p> <p><input type="checkbox"/> skills were performed by MAJORITY of the groups.</p> <p>5.0 - Max - 3 level appropriate skills performed by MOST of the groups</p> <p><input type="checkbox"/> at the same time rippled or synchronized without recycling athletes</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><b>PYRAMID</b></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</p> <p><input type="checkbox"/> structures and 1 level appropriate skill</p> <p>4.7 - Mid - Skills performed had 2</p> <p><input type="checkbox"/> structures and 1 level appropriate skill</p> <p>4.85 - High - Skills performed had 2</p> <p><input type="checkbox"/> structures and 2 level appropriate skills</p> <p>5.0 - Max -Skills performed had 2</p> <p><input type="checkbox"/> 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><b>BUILDING QUANTITY</b></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</p> <p>4.5 - Mid - 1 Level Appropriate Skill</p> <p><input type="checkbox"/> by MOST OR 1 Elite Skill by MAJORITY.</p>		<p>___/5</p>

	<input type="checkbox"/> 5 - Max - 1 Elite skill performed by MOST of the groups.		
<b>BUILDING CREATIVITY</b>		Creativity (0-2.5) <input type="text"/>	___/2.5
<b>Comments</b>			
<input type="text"/> Total			
<b>STANDING</b>	<input type="checkbox"/> 3.0 - Below - Skills performed do not meet 4.55 requirement 4.55 - Low - Majority of the team <input type="checkbox"/> performs 1 level appropriate tumble skills. 4.7 - Mid - Majority of the team <input type="checkbox"/> performs 2 level appropriate tumble skill. 4.85 - High - Most of the team <input type="checkbox"/> performs 1 level appropriate tumble skills. 5.0 - Max - MOST of the athletes <input type="checkbox"/> perform 2 level appropriate tumble skills or 1 Elite and 1 level appropriate skill.	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
<b>RUNNING</b>	<input type="checkbox"/> 3.0 - Below - Skills performed do not meet the 4.55 requirements. 4.55 - Low - Majority of the team <input type="checkbox"/> performs 1 level appropriate tumble skills. 4.7 - Mid - Majority of the team <input type="checkbox"/> performs 2 level appropriate tumble skill. 4.85 - High - Most of the team <input type="checkbox"/> performs 1 level appropriate tumble skills. 5.0 - Max - MOST of the athletes <input type="checkbox"/> perform 2 level appropriate tumble skills or 1 Elite and 1 level appropriate skill.	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
<b>JUMPS</b>	<input type="checkbox"/> 1.0 - Below -Skills performed do not meet low requirements	Arm Placement (0-2) <input type="text"/>	___/7.5

	<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 Connected jumps were performed by MOST of the team. <input type="checkbox"/> 2.5 - Max - 2 Connected jumps performed by MAXIMUM of the team.	Leg Placement (0-2) <input type="text"/>  Timing (0-1) <input type="text"/>	
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**Comments**

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

**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)				
Major :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)				
	<b>Total Deductions</b>			

<b>Cheer Safety</b>	<b>Timestamp</b>	<b># Penalty Points</b>	<b>Explanation</b>	<b>J5 DEDUCTIONS</b>
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)				
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)				
	<b>Total</b>			

Event ID: 0

Div Code:

Routine ID:

Acct ID:

Team ID:

SuperSquad:

ScoreSheetID:  
14938