

## TECHNICAL ELEMENTS: Stunts & Pyramids

Skill Area	Judging Technique	Max. Pts.	Points	Comments
<b>Partner Stunt Technique &amp; Execution</b> Refers to proper body position, loads, dismounts, flyers' technique, bases technique of stand alone stunts	10 = Flawless – strong level of technique 8-9 = Most (almost all of team) – strong level of technique 6-7 = Numerous (many/half of team) or overall average to good level of technique 4-5 = Some (less than half/more than a few) or overall average to low level of technique 2-3 = Very Few (a very small number) or overall poor technique 1 = Entire team has improper technique & placement	10		<b>Flyers fix technique:</b> Lock Out Pull Up Tighter on dismts. <b>Bases fix technique:</b> Lift w/legs Don't arch back Catch higher Dismnts need work Ride your tosses Add more stunting Add more variety Add more tosses Lacks Creativity Monotonous Too jumbled Stunts not go up together Pyramid not go up together
<b>Pyramid Technique &amp; Execution</b> Refers to proper body position, loads, dismounts, flyers' technique, bases technique of connected stunts	10 = Flawless – strong level of technique 8-9 = Most (almost all of team) – strong level of technique 6-7 = Numerous (many/half of team) or overall average to good level of technique 4-5 = Some (less than half/more than a few) or overall average to low level of technique 2-3 = Very Few (a very small number) or overall poor technique 1 = Entire team has improper technique & placement	10		Nice incorporation Good choice of skills Innovative Creative
<b>Tosses: Sponge/Shooters &amp; Basket Tosses Technique &amp; Execution</b>	10 = Flawless – strong level of technique, good height 8-9 = Most (almost all of team) – strong level of technique 6-7 = Numerous (many/half of team) or overall average to good level of technique 4-5 = Some (less than half/more than a few) or overall average to low level of technique 2-3 = Very Few (a very small number) or overall poor technique 1 = Entire team has improper technique & placement	10		
<b>Synchronization &amp; Timing</b>	10 = Flawless – entire team performs together as one, fits music perfectly 8-9 = Most of the time team performs in unison, fits well to music 6-7 = Timing off in places 4-5 = Overall average to low unity 2-3 = Not together – an overall low level of synchronization 1 = Poor level of synchronization and timing	10		
<b>Choreography &amp; Creativity &amp; Incorporation of Stunts, Pyramids &amp; Tosses</b>	9-10 = Incorporated an above average amount of stunting skills, a good variety of skills, used stunting creatively 6-7-8 = Incorporated an average number of stunting skills, average variety of stunting skills 3-4-5 = Below average level of incorporation and creativity	10		

## ROUTINE EXECUTION

Skill Area	Judging Technique	Max. Pts.	Points	Comments
<b>Projection, Expression &amp; Showmanship</b>	4-5 = High energy level, great smiles, eye contact, facials/entire squad 2-3 = ½ squad performs well in this area 1 = Routine lacks this element	5		Energy Level Low Expressions fade Strong voices Good expressions
<b>Effective &amp; Appropriate Use of Music</b>	4-5 = Exciting and appropriate music, matches routine, skills fit music 2-3 = Average to poor music choice, forced to fit music 1 = Components did not fit music	5		Out of breath Doesn't fit music Nice showmanship Energy level high
<b>Transitions</b>	4-5 = Clean transitions, added to flow of routine, , new and innovative transitions 3-2-1 = Transitions lack creativity, flow of routine is average to poor	5		Poor Flow (choppy) Transitions sloppy Good music Routine fits music
<b>Use of Floor &amp; Formations</b>	4-5 = Formations varied, uses complete floor, good spacing 3-2-1 = Need more variety in formations, use more of floor, spacing off in formations	5		Watch Spacing Use more of floor Formations lack variety Clean transitions Good variety in formations Nice spacing Good use of Floor

## OVERALL APPEAL

Skill Area	Judging Technique	Max. Pts.	Points	Comments
<b>Overall Impression &amp; Entertainment Value</b>	Judges discretion – overall routine impression including energy level, crowd appeal, how entertaining and fun to watch (Average routines will score in the 5-7 point range)	10		

**TOTAL SCORE** \_\_\_\_\_