

Competitive Scoring Guidelines

SUGGESTED NUMBER GUIDES	F	D	C	B	A
	0.0 – 7.0	6.5 – 9.0	8.5 – 11.0	10.5 – 13.0	12.5 – 15.0
	0.0 – 6.0	5.5 – 7.0	6.5 – 8.0	7.5 – 9.0	8.5 – 10.0
Building Execution Scoring Elements (see Execution Elements below for reference)	This should be rarely used as scoring in this range directly tells the coach that every skill they are performing is far beyond their skill level, lacks any proper execution, and is directly dangerous to the athlete's safety.	All skills lack uniformity, and have widespread building execution errors in all skills performed	Most skills lack uniformity, and have widespread building execution errors in most of the skills performed	Most skills are sharp, crisp, clean, uniform and have minimal building execution errors in most skills performed	All skills are sharp, crisp, clean, uniform (for the most part) and have minimal building execution errors in all skills performed

STUNT/PYRAMID EXECUTION ELEMENTS

Each element may include, but is not limited to, the below examples:

Top Person	• Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	• Stability of the stunt • Solid stance • Feet stationary
Transitions	• Entries • Dismounts • Control from skill to skill
Synchronization*	• Timing *If applicable

TOSS EXECUTION ELEMENTS

Each element may include, but is not limited to, the below examples:

Top Person	• Body control • Consistent execution of skill/trick • Legs straight/toes pointed • Arm placement
Bases/Spotters	• Using arms/legs to throw together (Timing) • Solid stance • Controlled • Cradle
Height	• Distance between top persons' feet and hands of the bases
Synchronization*	• Timing between groups (synched or ripple timing) *If applicable

Competitive Scoring Guidelines

	1.7 Benchmark	3.4 Benchmark	5.1 Benchmark	6.8 Benchmark	8.5 Benchmark
Suggested Building Difficulty Guide	Basic	Intermediate	Advanced	Elite	Super Elite

STUNT/PYRAMID DIFFICULTY FACTORS	
Top to bottom order of consideration	
Difficulty of Skills Performed	• Building level • Location within the building level • Number of bases
Athlete Participation	• Number of groups performing each skill, compared to team size
Pace	• Number of skills connected with pace • Pace between transitions
Variety	• Categories of all skills
Quantity	• Total number of stunts performed • Includes number of skills and number of groups performing each skill

PYRAMID DIFFICULTY FACTORS	
Top to bottom order of consideration	
Difficulty of Skills Performed	• Building Level • Location within the building level • Number of bases • How a skill is braced (when & number of bracers)
Athlete Participation	• Number of flyers performing each skill, compared to team size • Number of groups involved in the pyramid sequence (includes bracers) • Includes extra groups performing unbraced skills
Pace	• Number of skills connected with pace • Pace between transitions
Variety	• Categories of all skills
Quantity	• Total number of stunts performed • Includes number of skills and number of groups performing each skill

Competitive Scoring Guidelines

SUGGESTED NUMBER GUIDES	F 0.0 – 1.0 0.0 – 0.5	D 1.0 – 2.0 0.5 – 1.0	C 2.0 – 3.0 1.0 – 1.5	B 3.0 – 4.0 1.5 – 2.0	A 4.0 – 5.0 2.0 – 2.5
Effective/Ineffective Scoring Elements	Completely ineffective/does not demonstrate any understanding of this scoring element	Ineffective to mostly ineffective with minimal to no effective elements/details	Somewhat ineffective to mostly ineffective with minimal to some effective elements/details	Somewhat effective to mostly effective with minimal to some ineffective elements/details	Mostly effective to effective minimal to no ineffective elements/details
Tumbling/Jump Execution Scoring Elements (see Execution Elements below for reference)	This should be rarely used as scoring in this range directly tells the coach that every skill they are performing is far beyond their skill level, lacks any proper execution, and is directly dangerous to the athlete's safety.	All skills lack in uniformity, and have widespread jump/tumbling execution errors in all skills performed	Most skills lack in uniformity, and have widespread jump/tumbling execution errors in most of the skills performed	Most skills are sharp, crisp, clean, uniform and have minimal jump/tumbling execution errors in most skills performed	All skills are sharp, crisp, clean, uniform (for the most part) and have minimal jump/tumbling execution errors in all skills performed

STANDING/RUNNING TUMBLING EXECUTION ELEMENTS

Each element may include, but is not limited to, the below examples:

Approach	• Arm placement into a pass/skill • Swing/prep • Chest placement
Body Control	• Head placement • Arm/shoulder placement in skills • Hips/Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	• Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization*	• Timing *If applicable

JUMP EXECUTION ELEMENTS

Each element may include, but is not limited to, the below examples:

Arm Placement	• Approach • Consistent entry • Swing/Prep • Arm position within jump(s)
Leg Placement	• Straight Legs • Pointed Toes • Hip Placement/Rotation/Hyperextension • Height • Legs/Feet together • Chest Placement • Landings
Synchronization	• Timing

Competitive Scoring Guidelines

DANCE ELEMENTS	
Composition	• Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace
Execution	• Technique • Perfection • Motion Strength/Placement • Synchronization • Energy/Entertainment Value