

ROUTINE SCORING SYSTEM

INDIVIDUAL

RULES:

- (2) Standing Passes
 - (2) Running Passes
 - (3) Connected Jumps - variety of (2)
 - (3) Eight Count Dance
 - Any Additional Skills May Increase Score
- Length: 1 Minute And 30 Seconds

RUNNING DIFFICULTY	10
STANDING DIFFICULTY	10
RUNNING EXECUTION	5
STANDING EXECUTION	5
DANCE	10
JUMPS	5
ROUTINE COMPOSITION	5
OVERALL IMPRESSION	5
TOTAL POINTS	55

STUNT

RULES:

- (6) Building Skills
 - (1) Basket Toss
 - Any Additional Skills May Increase Score
- Length: 1 Minute

BUILDING DIFFICULTY	20
BUILDING EXECUTION	10
ROUTINE COMPOSITION	5
OVERALL IMPRESSION	5
TOTAL POINTS	40

GROUP ROUTINE

RULES:

- Must Include Sections: Jump, Standing, Running, Stunt, Basket, and Dance
 - (6) Building Skills
 - (1) Basket Toss
 - (1) Standing Tumble Section
 - (1) Running Tumble Section
 - (3) Connected Jumps - variety of (2)
 - (3) Eight Count Dance
 - Any Additional Skills May Increase Score
- Length: 2 Minutes

BUILDING DIFFICULTY	20
RUNNING DIFFICULTY	10
STANDING DIFFICULTY	10
BUILDING EXECUTION	10
RUNNING EXECUTION	5
STANDING EXECUTION	5
DANCE	10
JUMPS	5
ROUTINE COMPOSITION	5
OVERALL IMPRESSION	5
TOTAL POINTS	85

Connected Jumps: all (3) jumps are connected / whipped; not 2+1.

TUMBLE

RULES:

- (2) Running Passes
 - (2) Standing Passes
 - Every Motion, Skill, Movement, & Transition Must Be Done In Unison
 - Any Additional Skills May Increase Score
- Length: 1 Minute

RUNNING DIFFICULTY	10
STANDING DIFFICULTY	10
RUNNING EXECUTION	5
STANDING EXECUTION	5
ROUTINE COMPOSITION	5
OVERALL IMPRESSION	5
TOTAL POINTS	40

NON-TUMBLE ROUTINE

RULES:

- Must Include Sections: Jump, Stunt, Basket, and Dance
 - (8) Building Skills
 - (1) Basket Toss
 - (3) Connected Jumps - variety of (2)
 - (5) Eight Count Dance
 - Any Additional Skills May Increase Score
- Length: 2 Minutes

BUILDING DIFFICULTY	20
BUILDING EXECUTION	10
MOTION	10
DANCE	10
JUMPS	5
ROUTINE COMPOSITION	5
OVERALL IMPRESSION	5
TOTAL POINTS	65

DEDUCTIONS

ATHLETE FALL - .75

- Body Contact To The Performance Floor
- Obvious Tumbling Mistake

STUNT ISSUE - .75

- Bobbles Or Transitional Issues
- Drops To A Cradle Or Load In Position
- Single Base Falling To The Performance Floor
- Incomplete Base Toss
- Obvious Building Mistake

STUNT FALL - 1.00

- Stunt Drops To The Performance Floor
- Flyer Falling To The Performance Floor
- Multiple Bases Falling To The Performance Floor

MAXIMUM STUNT - 1.50

- Multiple Issues In The Stunt

TIME VIOLATION - 1.00

- Exceeding The Required Time Limit

BOUNDARY VIOLATION - .50

- Step Outside The Performance Floor

IMAGE POLICY - .50

- Inappropriate Choreography
- Wearing A Gym Uniform / Logo

UNSPORTSMANLIKE CONDUCT - 1.00

- ELIGIBILITY FRAUD - Disqualified

NOTE: This is a comparative scoring system. There is no specific or capped scoring expectation.

BUILDING DIFFICULTY

0 Points:	No skills performed
1-9 Points:	Performed less than half of necessary skills
9-17 Points:	Perform more than half of necessary skills
0-1 Points:	Basket toss
1-2 Points:	Creativity

Once in range - score will be based on degree of difficulty, body positions, transitions, dismounts, combination of skills, pace, and creativity.

** Basket toss score included in this section **

BUILDING EXECUTION

0-4 Points:	Poor
4-6 Points:	Average
6-8 Points:	Great
8-10 Points:	Excellent

Score will be based on the top person and bases performance/ Factors include: stability, transitions, flexibility, body control, and movement

** Basket toss score included in this section **

DANCE

Ability to demonstrate high energy and entertainment value through out performance. Score will be based on visuals, levels, formation changes, footwork, floor work, pace, level of perfection, motion strength, synchronization, and transitions.

JUMPS

Must be three advanced connected whip jumps; not 2+1. Score will be based on variety, approach, arm placement, leg placement, landing, and synchronization.

ROUTINE COMPOSITION

Score based on ability to be aware of spacing, formations, and routine transitions throughout the performance. This score will also include the use of innovative, visual, and unique ideas to enhance the overall routine appeal.

** Tumbling and building difficulty scores will be based off the industry standard for each level.

** Levels 3, 4, 5, and Junior Elite are limited to specific divisions. Refer to the "divisions" tab for the full list of the divisions.

TUMBLING DIFFICULTY

0 Points:	No skills performed
1-4 Points:	Less than half of group performed skills
4-10 Points:	More than half of group performed skills

Once in range - score will be based on number of athletes performing skills, degree of difficulty, specialty combination of skills, variety, synchronization, and additional skills.

STANDING & RUNNING EXECUTION

0-2 Points:	Poor
2-3 Points:	Average
3-4 Points:	Great
4-5 Points:	Excellent

Score will be based on the skills performed: approach, body control, landings, and synchronization

OVERALL IMPRESSION

Score based on ability to impress the judges from beginning to end - the ability to demonstrate high level of energy, enthusiasm, and entertainment value throughout the performance. Each judge will score between 0-5 points which will be averaged with the other judges for the total score.

