

STUNTS and PYRAMIDS

School: _____ Squad Size: _____

Team Name: _____ Squad/5 = Required # of Builds: _____

JUDGE #1	Max Points	Difficulty	Max Points	Execution
Stunts 0.0 - 2.0 Basic stunt variations 2.1 - 3.0 Intermediate stunt variations 3.1 - 4.0 Advanced stunt variations 4.1 - 5.0 Elite Stunt variations	5		8	
Pyramids/Tosses 0.0 - 2.0 Basic pyramid variations 2.1 - 3.0 Intermediate pyramid variations 3.1 - 4.0 Advanced pyramid variations 4.1 - 5.0 Elite pyramid variations	5		8	
Overall Impression Showmanship, crowd appeal, transitions, formations, flow, creativity and choreography, dismounts , execution			6	
Comments: 				
Possible Points 32	Difficulty 10		Execution 22	

***Pyramids/Tosses** will be scored together (tosses are not required but can enhance the overall impression of the routine).