

SCHOOL: _____

DATE: _____

ROUND 1		10 Perfect 9 Excellent 8 Very Good 7 Good 6 Satisfactory 5 Fair 4 Below Ave 3 Unsatisfactory 2 Poor 1 Deficient	ROUND 2	
# of competitors:	SCORE		# of competitors:	SCORE
JUMP #1			P D	
JUMP#2			SKILL 1:	
VOCALS			SKILL 2:	
FL MOB			SKILL 3:	
TEAM COORDINATION			SKILL 4:	
EXECUTION			SKILL 5:	
GENERAL IMPRESSION			GENERAL IMPRESSION:	
DIFFICULTY & VARIETY				

Simple Variety

- extra formations
- below waist foot/leg work
- diagonal arm motions levels
- non-complex oppositions
- ripples
- waist-level kicks

Difficult Variety

- arm whips
- blades
- diagonal spins
- difficult oppositions
- spinning
- hopping
- side stepping formation changes
- arm motions while in transition
- extra jump
- intricate transitions
- knee level movements
- moving backwards
- dips
- high kicks
- lunges

ROUND 3 # of Competitors:	CHOREOGRAPHY OLE TT FT/360 BT		
EXECUTION			
0.1 (VERY MINOR) Error that takes away from the overall look of stunt or transition	0.2-0.4 (SLIGHT ADJUSTMENT) Must make adjustment to maintain balance but at no time appears to be losing control; i.e. "balance check" 0.5-0.8 (MODERATE) Clearly adjusting to keep stunt under control	0.9-1.0 (MAJOR ERROR) Flyer has to change position/level to avoid falling; ex: flyer "bails out" or cradles early 2.0 (COLLAPSED STUNT/SKILL) p. 20: *EACH stunt that was completed but falls to the floor. *When a flyer lands on her face, shoulders, hands, arms, knees, or butt, while feet/legs are being held. *...also a fall when a flyer lands on her feet completely unassisted. *a base or spotter who takes a major fall either for cushioning a flyer or was knocked down by the flyer	
FLOOR MOBILITY	VOCALS	TEAM COORD	GEN. IMPRESSION