

SCHOLASTIC BUILDING JUDGES REFERENCE SHEET

STUNT PARTICIPATION GUIDE (Based on 4 person groups)				
# ATHLETES	TES MAJ. MOST MAX			
5 - 7	1	1	1	
8 - 11	2	2	2	
12 - 15	2	2	3	
16 - 19	3	3	4	
20 - 23	3	4	5	
24 - 27	4	5	6	
28 - 31	4	5	7	
32 - 35	5	6	8	
36 - 38	5	7	9	

STUNT DIFFICULTY	SCHOOL	COLLEGIATE	FACTORS	
No skills performed	0	0	• % Participation (÷4)	
Low difficulty	0 - 4	0 - 4	 Degree of difficulty (technical skills required / intricacy, flexibility and amplitude) 	
Average to above average difficulty	4 - 8	4 - 8	 Minimal bases / single based skills Variety of skills / loads / trans / dismounts (level & non level) 	
Very difficult skills	8 - 10	8 - 10	Pace and combo of skills	
STUNT EXECUTION	SCHOOL	COLLEGIATE	FACTORS	
No skills performed	0	0	Execution of skills (control/speed/flow; mistakes; includes	
Below average execution	0 - 6	0 - 6	load/trans/dismount) • Stability; control during trans; stance (bases/spotters)	
Average to above average execution	6 - 12	6 - 12	Alignment; body control; uniform flexibility (top) Conclude the principle of the control o	
Therage to above average execution	_		Synchronization / timing	

30-30 3 7 3			
PYRAMID DIFFICULTY	SCHOOL	COLLEGIATE	FACTORS
No skills performed	0	0	% Participation / minimal bases
Low difficulty	0 - 2	0 - 2	Degree of difficulty (technical skills required / intricacy, flexibility and amplitude)
Average to above average (with 2 or more structures)	2 - 4	2 - 4	Use of structures Variety of skills / loads / trans / dismounts (level & non level)
Very difficult skills (with 2 or more structures)	4 - 5	4 - 5	Pace and combo of skills
PYRAMID EXECUTION	SCHOOL	COLLEGIATE	FACTORS
No skills performed	0	0	Execution of skills (control/speed/flow; mistakes; includes load/trans/dismount)
Below average execution	0 - 4	0 - 4	Stability; control during trans; stance (bases & spotters) Alicense and the december of the different flowing like (transport to the december of the dec
Average to above average	4 - 8	4 - 8	Alignment; body control; uniform flexibility (top person) Synchronization / timing
Excellent execution	8 - 10	8 - 10	Uniformity of technique

TOSS PARTICIPATION GUIDE (Based on 5 person toss groups)				
# ATHLETES	MAJ.	MOST	MAX	
5 - 9	1	1	1	
10 - 14	2	2	2	
15 - 19	2	2	3	
20 - 24	3	3	4	
25 - 29	3	4	5	
30 - 34	4	5	6	
35 - 38	4	6	7	

TOSS DIFFICULTY	COLLEGIATE	FACTORS	
No skills performed	0	• % Participation (÷5)	
Low difficulty	0 - 2	Degree of difficulty (technical skills required / intricacy and flexibility / amplitude)	
Average to above average difficulty	2 - 4	Height Variety / additional skills (level & non level; except Intermediate / L2 Combo of skills (loads/trans/dismounts, etc.)	
Very difficult skills	4 - 5		
TOSS EXECUTION	COLLEGIATE	FACTORS	
No skills performed	0	Execution of skills (control; pace; mistakes)	
Below average	0 - 2	 Base technique (solid stance; close together; using arms/legs; follow thru; timing; reaching up) Top technique (basket position; stands quickly; control; ride to top; pointed toes; hits skill precisely; 	
Average to above average execution	2 - 4	 positioning after skill & during catch; uniform flexibility) Catch (arms high; close; legs absorb; controlled) Synchronization / timing 	
Excellent execution	4 - 5	Uniformity of height	

BUILDING OVERALL IMPRESSION	SCHOOL	COLLEGIATE	FACTORS
Below average creativity, transitions & flow	0 - 2	0 - 2	Creativity
Avg to above avg creativity, transitions & flow	2 - 4	2 - 4	Formations & transitions
Excellent creativity, transitions & flow	4 - 5	4 - 5	• Flow

15	10	5
(.3)	(.2)	(.1)
15.0	10.0	5.0
14.7	9.8	4.9
14.4	9.6 9.4	4.8
14.1 13.8	9.4	4.7 4.6
13.5	9.0	4.5
13.2	8.8	4.4
12.9	8.6	4.3
12.6	8.4	4.2
12.3	8.2	4.1
12.0	8.0	4.0
11.7	7.8	3.9
11.4	7.6	3.8
11.1	7.4	3.7
10.8	7.2	3.6
10.5	7.0	3.5
10.2	6.8	3.4
9.9	6.6	3.3
9.6	6.4	3.2
9.3	6.2	3.1
9.0	6.0	3.0
8.7	5.8	2.9
8.4	5.6	2.8
8.1	5.4	2.7
7.8	5.2	2.6
7.5	5.0	2.5
7.2	4.8	2.4
6.9	4.6	2.3
6.6	4.4	2.2
6.3	4.2	2.1
6.0	4.0	2.0
5.7	3.8	1.9
5.4	3.6 3.4	1.8
5.1		1.7
4.8 4.5	3.2 3.0	1.6 1.5
4.2	2.8	1.4
3.9	2.6	1.3
3.6	2.4	1.2
3.3	2.2	1.1
3.0	2.0	1.0
2.7	1.8	0.9
2.4	1.6	0.8
2.1	1.4	0.7
1.8	1.2	0.6
1.5	1.0	0.5
1.2	0.8	0.4
0.9	0.6	0.3
0.6	0.4	0.2
0.3	0.2	0.1
0	0	0