

Team:
Division:
Event:

Team Number:
Day:
Panel:

# Athletes	
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BUILDING DIFFICULTY – ALLSTAR

STUNT DIFFICULTY	Team participation % (÷ 4); degree of difficulty; minimal use of bases and/or usage of single based skills; variety of skills, load-ins, transitions and dismounts (non-level included); pace and combination of skills
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No skills performed	0
Low difficulty	0 - 8
Average to above average difficulty	8 - 16
Very difficult skills	16 - 20

SD /20

PYRAMID DIFFICULTY	Team participation %; degree of difficulty; minimal use of bases; use of structures; variety of skills, load-ins, transitions and dismounts (non-level included); pace and combination of skills
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No skills performed	0
Low difficulty	0 - 8
Average to above average difficulty (with 2 or more structures)	8 - 16
Very difficult skills (with 2 or more structures)	16 - 20

PD /20

EXCLUDED IN LEVEL 1 & U8 LEVEL 2

TOSS DIFFICULTY	Team participation % (÷ 5); degree of difficulty; height; variety and additional skills (level & non-level except L2); combination of skills (loads/trans/dismounts)
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No skills performed	0
Low difficulty	0 - 2
Average to above average difficulty	2 - 4
Very difficult skills	4 - 5

TD /5

Total B. Difficulty / 45 (No Tosses /40)	
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