



2024 LEVEL 6 SYSTEM

Elite / International Divisions

Judge 1:

Stunt Difficulty
Pyramid Difficulty
Routine Design
Athlete Performance

Judge 2:

Stunt Execution
Pyramid Execution
Routine Design
Dance

Judge 3:

Standing Tumbling Difficulty
Running Tumbling Difficulty
Routine Design
Athlete Performance

Judge 4:

Standing Tumbling Execution
Running Tumbling Execution
Routine Design
Dance

Judge 5:

Jump Execution
Dance
Routine Design
Athlete Performance

This packet will give a complete breakdown for each judge and the categories they will be scoring.

LEVEL 6 Judge 1: Stunt Difficulty / Pyramid Difficulty / Routine Design / Athlete Performance

The difficulty categories require $\frac{1}{2}$ plus 1 of the athletes to perform a level appropriate skill to receive the "START VALUE" of a **7.0**.

Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.

Once the **START VALUE** has been established, the judge will use the H.O.W.'s (**Higher Of Worth**) to determine the score.

STUNT DIFFICULTY:

		TWISTING	INVERSIONS	RELEASES	COED	
Non listed non-level appropriate skills		More than 1 twist to extended single leg More than 1.5 twist to an extension	Downward inversion from extended stunt Any released inversion from prep level to an extension Any released inversion to prep level or below with up to a 1/2 twist	Up to 1/2 release twist to extended single leg 2 twist dismount from extended single leg		BRONZE
		More than 1 twist to extended body position More than 1.5 twist to extended single leg 2 or 2 1/4 twist to an extension	Prep level released inversion to extended single leg Any released inversion to an extension with up to a 1/2 twist Any released inversion to extended single leg up to a 1/4 twist	1 twist, switch up to extended single leg Extended lib tic-tock to extended body position with up to a 1/4 twist Extended level release to prone position with more than 1 twist	Any ASSISTED coed style stunt to extended level OR single base toss to prep level	SILVER
Non listed level appropriate skills		More than 1.5 twist to extended body position 2 or 2 1/4 twist to extended single leg	Any released inversion to extended body position with up to a 1/4 twist Any released inversion to extended single leg with up to a 1/2 twist Prep level released inversion to extended body position Extended level released inversion to extended level	Extended lib tic-tock to extended body position 1 twist switch up to extended body position Extended level release to prone position with more than 1.5 twist From above ground level release to extended single leg with 1 twist Extended lib tic-tock to extended body position with more than 1/2 twist	Any UNASSISTED coed style stunt to extended level OR single base toss to prep level	GOLD
		2 or 2 1/4 twist to extended body position	Any released inversion to extended body position with up to a 1/2 twist Extended level released inversion to extended level single leg	Any release to extended body position with more than 1 twist Extended single leg tic-tock to extended single leg with more than 1 twist		PLATINUM

Higher Of Worth

HOW difficult are ALL stunts in the routine?
HOW many athletes are utilized for stunts throughout? (full team, front spots, single based)
HOW do the stunts load in?
HOW do the stunts dismount?
HOW is the pace from skill to skill performed?
HOW creative are the skills designed for the section?
HOW does the utilization of stunts compare to the other teams in the division?

TOSSES	
Non level appropriate toss	SILVER
3 tricks toss including 2 twists 4 trick toss including 1 twist	GOLD
4 or more trick toss including 2 twists	PLATINUM

PYRAMID DIFFICULTY:

		TWISTING TRANSITIONS	INVERSIONS	RELEASED TRANSITIONS	
Any level appropriate structure		Any non level appropriate transition	Any non level appropriate inversion Any silver level stunt inversion	Any non level appropriate release Any silver level stunt release	SILVER
Non listed level appropriate skills		More than 1 twist to extended single leg More than 1.5 to an extension	Any gold level stunt inversion Up to 3/4 braced flip with up to 1/2 twist Up to 1 twist braced flip with changing	Any gold level stunt release	GOLD
		Up to 2 1/4 twist to an extension More than 1.5 twist to extended single leg	Any platinum level stunt inversion More than 3/4 braced flip with up to 1/2 twist Any braced flip with a full twist	Any platinum level stunt release	PLATINUM

Higher Of Worth

HOW difficult are ALL pyramid sections in the routine?
HOW many athletes are utilized throughout? (full team, front spots, single based)
HOW well does the pyramid develop in the routine?
HOW difficult are the transitional skills? (cradles, blind catches, extended level catches, variety)
HOW is the pace from skill to skill performed?
HOW creative are the skills designed for the section?
HOW well are the structures developed?
HOW many different transitions are utilized throughout?
HOW does the pyramid compare to the other teams in the division?

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.

The Higher Of Worth items below will help the judge determine your exact score.

- HOW** is the composition and flow of the routine?
- HOW** are the various athlete talents utilized throughout the routine?
- HOW** does the utilization of visual elements compare to the other teams in the division?
- HOW** clear and clean are the transitions from skill section to skill section throughout the routine?
- HOW** clear and precise are the formations created throughout the routine?
- HOW** does the utilization and choreography connect with the music?

ATHLETE PERFORMANCE:

All teams will have a **START VALUE** of **7.0**.

The Higher Of Worth items below will help the judge determine your exact score.

- HOW** is the energy of the athletes portrayed throughout the routine?
- HOW** many athletes demonstrate an athletic impression of showmanship?
- HOW** does the entertainment value of the routine compare to the other teams in the division?
- HOW** is the artistry and creative expression of the athletes compare to the other teams in the division?

LEVEL 6 Judge 2: Stunt Execution / Pyramid Execution / Routine Design / Dance

The execution categories require ½ plus 1 of the athletes to perform a level appropriate skill to receive the “**START VALUE**” of a **7.0**. Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team’s competitor(s) in that division at that specific event. Once the **START VALUE** has been established, the judge will use the following **Isolation of Skill Factors** to determine the score.

Isolation of Skill Factors for STUNT EXECUTION:

Basing: Body control	Flyers: Body position flexibility	Dismount: Control and stability	Transitions: Control and stability	Section: Pace from skill to skill
Basing: Stability	Flyers: Arm motion placement	Dismount: Proper positioning	Transitions: Entry uniformity	Section: General flow
Basing: Technique	Flyers: Body control			
Basing: Proper placement	Flyers: Uniformity			

Isolation of Skill Factors for PYRAMID EXECUTION:

Basing: Body control	Flyers: Arm motion placement	Structures: Control and stability	Transitions: Control and stability	Section: Pace from skill to skill
Basing: Stability	Flyers: Body control	Structures: Proper placement	Transitions: Uniformity	Section: General flow
Basing: Technique	Flyers: Uniformity			
Basing: Proper placement				

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**. The Higher Of Worth items below will help the judge determine your exact score.

Higher Of Worth

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

DANCE:

All teams will have a **START VALUE** of **7.0**. The Difficulty, Execution and H.O.W.’s will combine to give one score for the dance.

Perform 2 skills	SILVER
Perform 3 skills	GOLD
Perform 4 skills	PLATINUM

DANCE SKILLS include:
 1. Execution 2. Body Movement
 3. Staging 4. Level Work

Higher Of Worth

HOW difficult is the dance section?
HOW many athletes are utilized in the dance?
HOW many 8 counts is the dance section?
HOW visual is the dance section?
HOW does the dance compare to the other teams in the division?

Isolation of Skill Factors:

Level Work: Clear demonstration
Level Work: Uniformity
Skill: Group synchronization
Skill: Variety of pace

Movement: Body lines
Movement: Arm placement
Movement: Uniformity
Staging: Seamless patterns
Staging: Appropriate spacing



LEVEL 6 Judge 3: Standing Tumbling Difficulty / Running Tumbling Difficulty / Routine Design / Athlete Performance

The difficulty categories require $\frac{1}{2}$ plus 1 of the athletes to perform a level appropriate skill to receive the "START VALUE" of a **7.0**.

Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.

Once the **START VALUE** has been established, the judge will use the H.O.W.'s (**Higher Of Worth**) to determine the score.

STANDING TUMBLING DIFFICULTY:

Any non listed level appropriate skills can be considered silver, gold, or platinum

Non level appropriate skills
Any combination of skills ending in a full
Back handspring full Standing full Any combination of connected skills including multiple flipping skills - ending in a full Any combination of 3 or more connected skills including an elite skill - ending in a full Multiple handsprings ending in a double full (ELITE SKILLS include: advanced jumps, whip, full)
Any combination of connected skills including multiple flipping skills - ending in a double full Any combination of 3 or more connected skills including an elite skills - ending in a double full (ELITE SKILLS include: advanced jumps, whip, full, double)

Higher Of Worth

- HOW** difficult are ALL standing tumbling skills in the routine?
- HOW** many athletes are utilized throughout?
(full team, groups, individual)
- HOW** many elite skills are incorporated?
- HOW** is each standing tumbling pass initiated?
(no step, minimal steps)
- HOW** is the pace of the connected tumbling skills?
- HOW** creative are the skills designed for the section?
- HOW** does the utilization of standing tumbling skills compare to the other teams in the division?

RUNNING TUMBLING DIFFICULTY:

Other non level appropriate skills
Any combination of skills ending in a full
Any combination of 3 or more connected skills including an elite skill- ending in a full Any pass ending in a double full (ELITE SKILLS include: punch front step-out, whip, any twisting flip, Onodi)
Any combination of 3 or more or more connected skills including an elite skill - ending in a double full (ELITE SKILLS include: punch front step-out, whip, any twisting flip, Onodi)

Higher Of Worth

- HOW** difficult are ALL running tumbling skills in the routine?
- HOW** many athletes are utilized throughout?
(full team, groups, individual)
- HOW** many elite skills are incorporated?
- HOW** is each running tumbling pass initiated?
(power hurdle, minimal steps)
- HOW** is the pace of the connected tumbling skills?
- HOW** creative are the skills designed for the section?
- HOW** does the utilization of running tumbling skills compare to the other teams in the division?

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.

The Higher Of Worth items below will help the judge determine your exact score.

- HOW** is the composition and flow of the routine?
- HOW** are the various athlete talents utilized throughout the routine?
- HOW** does the utilization of visual elements compare to the other teams in the division?
- HOW** clear and clean are the transitions from skill section to skill section throughout the routine?
- HOW** clear and precise are the formations created throughout the routine?
- HOW** does the utilization and choreography connect with the music?

ATHLETE PERFORMANCE:

All teams will have a **START VALUE** of **7.0**.

The Higher Of Worth items below will help the judge determine your exact score.

- HOW** is the energy of the athletes portrayed throughout the routine?
- HOW** many athletes demonstrate an athletic impression of showmanship?
- HOW** does the entertainment value of the routine compare to the other teams in the division?
- HOW** is the artistry and creative expression of the athletes compare to the other teams in the division?

LEVEL 6 Judge 4: Standing Tumbling Execution / Running Tumbling Execution / Routine Design / Dance

The execution categories require ½ plus 1 of the athletes to perform a level appropriate skill to receive the “**START VALUE**” of a **7.0**.
 Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team’s competitor(s) in that division at that specific event.
 Once the **START VALUE** has been established, the judge will use the following **Isolation of Skill Factors** to determine the score.

Isolation of Skill Factors for STANDING TUMBLING EXECUTION:

Entry: Swing / hurdle control
Entry: Arm placement
Entry: Leg placement
Entry: Uniformity

Skill: Body placement
Skill: Uniformity

Landings: Body placement
Landings: Stability
Landings: Skill completion

Timing: Group synchronization
Timing: Group entry
Timing: Group landing
 (group = 2 or more athletes)

Isolation of Skill Factors for RUNNING TUMBLING EXECUTION:

Entry: Swing / hurdle control
Entry: Arm placement
Entry: Leg placement
Entry: Uniformity

Skill: Body placement
Skill: Uniformity

Landings: Body placement
Landings: Stability
Landings: Skill completion

Timing: Group synchronization
Timing: Group entry
Timing: Group landing
 (group = 2 or more athletes)

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.
 The Higher Of Worth items below will help the judge determine your exact score.

Higher Of Worth

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

DANCE:

All teams will have a **START VALUE** of **7.0**.
 The Difficulty, Execution and H.O.W.’s will combine to give one score for the dance.

Perform 2 skills	SILVER
Perform 3 skills	GOLD
Perform 4 skills	PLATINUM
DANCE SKILLS include:	
1. Execution	2. Body Movement
3. Staging	4. Level Work

Higher Of Worth

HOW difficult is the dance section?
HOW many athletes are utilized in the dance?
HOW many 8 counts is the dance section?
HOW visual is the dance section?
HOW does the dance compare to the other teams in the division?

Isolation of Skill Factors:

Level Work: Clear demonstration
Level Work: Uniformity

Skill: Group synchronization
Skill: Variety of pace

Movement: Body lines
Movement: Arm placement
Movement: Uniformity

Staging: Seamless patterns
Staging: Appropriate spacing



LEVEL 6 Judge 5: Jump Execution / Athlete Performance / Routine Design / Dance

ALL categories require $\frac{1}{2}$ plus 1 of the athletes to perform a level appropriate skill to receive the “**START VALUE**” of a **7.0**.
 Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team’s competitor(s) in that division at that specific event.
 Once the **START VALUE** has been established, the judge will use the following **Isolation of Skill Factors and Higher of Worth** to determine the score.

JUMPS: All teams will have a **START VALUE** of **7.0**.
 There is no difficulty value for jumps, the judge will determine the jump score by the Isolation of Skill Factors listed below.

Isolation of Skill Factors for JUMP EXECUTION:

- | | |
|--|------------------------------------|
| Landings: Legs / feet placement | Entry: Swing / prep control |
| Landings: Stability / control | Entry: Approach uniformity |
| Timing: Group synchronization | Skill: Arm placement |
| Timing: Group entry | Skill: Leg placement |
| Timing: Group landing | Skill: Body control |
| Section: Pace from jump to jump | |
| Section: General flow | |

ATHLETE PERFORMANCE:
 All teams will have a **START VALUE** of **7.0**.
 The Higher Of Worth items below will help the judge determine your exact score.

- HOW** is the energy of the athletes portrayed throughout the routine?
- HOW** many athletes demonstrate an athletic impression of showmanship?
- HOW** does the entertainment value of the routine compare to the other teams in the division?
- HOW** is the artistry and creative expression of the athletes compare to the other teams in the division?

ROUTINE DESIGN:
 All teams will have a **START VALUE** of **7.0**.
 The Higher Of Worth items below will help the judge determine your exact score.

Higher Of Worth

- HOW** is the composition and flow of the routine?
- HOW** are the various athlete talents utilized throughout the routine?
- HOW** does the utilization of visual elements compare to the other teams in the division?
- HOW** clear and clean are the transitions from skill section to skill section throughout the routine?
- HOW** clear and precise are the formations created throughout the routine?
- HOW** does the utilization and choreography connect with the music?

DANCE:
 All teams will have a **START VALUE** of **7.0**.
 The Difficulty, Execution and H.O.W.’s will combine to give one score for the dance.

Perform 2 skills	SILVER
Perform 3 skills	GOLD
Perform 4 skills	PLATINUM

- DANCE SKILLS include:**
- | | |
|--------------|------------------|
| 1. Execution | 2. Body Movement |
| 3. Staging | 4. Level Work |

- Higher Of Worth**
- HOW** difficult is the dance section?
 - HOW** many athletes are utilized in the dance?
 - HOW** many 8 counts is the dance section?
 - HOW** visual is the dance section?
 - HOW** does the dance compare to the other teams in the division?

- Isolation of Skill Factors:**
- | | |
|--|-------------------------------------|
| Level Work: Clear demonstration | Movement: Body lines |
| Level Work: Uniformity | Movement: Arm placement |
| Skill: Group synchronization | Movement: Uniformity |
| Skill: Variety of pace | Staging: Seamless patterns |
| | Staging: Appropriate spacing |

