

The Crown 2019-2020 Scoring Grid

STUNT DIFFICULTY

<u>Score</u>		<u># of ELITE SKILLS</u>	<u># of Level Appr. Skills</u>
4.0		0	0
4.1		0	1
4.2		0	2
4.3		0	3
4.4		0	4
4.5		0/1	1
4.6		1	4
4.7		2	3
4.8	Max Level 1	3	2
4.9		4	1
5.0		5	0

* A Liberty is not a body position

BUILDING QUANTITY

	<u># of Athletes</u>	<u>Majority</u>	<u>Most</u>
5	11	1	1
12	15	1	2
16	19	2	3
20	23	3	4
24	27	4	5
28	30	5	6
31	38	6	7

STUNT QUANTITY

4.0	Less than a majority performs a level appropriate skills
4.2	Majority performs a level appropriate skill
4.4	Most performs a level appropriate skill
4.6	Less than a majority performs an Elite appropriate skills
4.8	Majority performs an Elite level appropriate skill
5.0	Most performs an Elite level appropriate skill

PYRAMID DIFFICULTY

3.5 & BELOW	Do not meet the Range Requirements
3.5 - 4.0	2 Level Appropriate Skills and 2 Structures
4.0 - 4.5	3 Level Appropriate Skills and 2 Structures
4.5 - 5.0	4 Level Appropriate Skills and 2 Structures

TOSS DIFFICULTY

4.0	Less than a majority performs a toss
4.5	Majority performs a Level Appropriate Toss
5.0	Majority performs a Level Appropriate Toss & 1 other toss throughout the routine.

COED STUNT QUANTITY

<u># of Athletes</u>		<u>Most</u>
1	4	1
5	or more	2

COED STUNT "ASSISTED" QUANTITY

3.5	Skills do not meet the Range Requirements
4.0	Walk-in Hands / Toss Hands
4.2	Walk-in Hands or Toss Hands with a press extension
4.4	Walk-in or Toss to double leg stunt OR
	Walk-in or Toss Hands with a press to 1-leg or 1-arm stunt
4.6	Walk-in or toss to extended 1-leg or 1-arm stunt

COED STUNT "UNASSISTED" QUANTITY

4.0	Skills do not meet the Range Requirements
4.4	Walk-in Hands / Toss Hands
4.6	Walk-in Hands or Toss Hands with a press extension
4.8	Walk-in or Toss to double leg stunt OR
	Walk-in or Toss Hands with a press to 1-leg or 1-arm stunt
5.0	Walk-in or toss to extended 1-leg or 1-arm stunt

STANDING TUMBLING QUANTITY

3.5 & BELOW	Skills do not meet Range Requirements
3.6 - 4.0	Most of the team performs a Level Appropriate Skill
4.1 - 4.5	Most performs a level appropriate skill
4.6 - 5.0	Majority performs a Level Appropriate Skill AND Most performs a level Appropriate skill (NO duplicate skills will be counted)

RUNNING TUMBLING QUANTITY

3.5 & BELOW	Skills do not meet Range Requirements
3.6 - 4.0	Majority of the team performs a Level Appropriate pass
4.1 - 4.5	Most of the team performs a Level Appropriate pass
4.6 - 5.0	Majority performs an Elite Level pass

TUMBLING/ JUMP QUANTITY

<u># of Athletes</u>	<u>Majority</u>	<u>Most</u>
5	7	2
8	9	3
10	11	4
12	14	5
15	16	6
17	19	7
20	22	8
23	25	9
26	27	10
28	30	11
31	38	12
		13
		14
		15
		16
		17
		18

JUMP DIFFICULTY

3.0 & BELOW	Does not meet Range Requirements
4.0	Most performs 1 Advanced Jump
4.5	Most performs 2 Advanced Jump-connected
5.0	Most performs 3 Advanced Jump-connected +1 Additional Jump can be anywhere in routine

Tiny/Mini Jumps Do Not have to be connected

OVERALL CATEGORIES

5.0 - 5.5	Stunt Creativity
5.0-5.5	Pyramid Creativity
9.0 - 10.0	Dance
9.0 - 10.0	Routine Transitions/Movements
9.0 - 10.0	Athletic Energy

TECHNIQUE (BUILDING, TUMBLING & TOSSES)

4.0 - 4.2	Some of the Team performs excellent technique (25%)
4.3 - 4.5	Majority of the Team performs excellent technique (50%)
4.6 - 4.8	Most of the Team performs excellent technique (75%)
4.9 - 10.0	All of the Team performs excellent technique (100%)