

EXECUTION GUIDELINES

versus majority do have errors

Severity of those errors? Several errors or

minimal



EXECUTION SCORING GUIDELINE Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. MID LOW HIGH **BELOW** 3.0-4.0 1.0-2.0 2.0-3.0 4.0-5.0 3.0-4.5 4.5-6.0 6.0-7.5 1.0-3.0 Widespread/Many/Frequent Multiple/Majority/Several ALL Minor/Few/Minimal Widespread errors across many athletes Multiple athlete errors Single athlete minor error Errors are occurring across all participating athletes/groups. Frequent errors within many stunt groups single stunt minor error Majority stunt groups do not have errors

STUNT/PYRAMID EXECUTION CRITERIA				
Each execution score will look at the below criteria: This IS NOT a driver system				
	* Body control			
TOP PERSON	* Uniform flexibility			
	* Legs straight/locked/toes pointed			
BASES/SPOTTERS	* Stability of the stunt			
	* Solid stance			
	* Feet stationary			
TRANSITIONS	* Entries			
	* Dismounts			
	* Control from skill to skill			
SYNCHRONIZATION	* Timing (when applicable)			

TUMBLING EXECUTION CRITERIA					
Each execution score will look at the below criteria: This IS NOT a driver system					
011	* Arm placement into a pass/skill				
APPROACH	* Swing/prep				
I VUD DVI	* Chest placement				
BODY CONTROL	* Head placement	* Leg placement in skills			
	* Arm/shoulder placement in skills	* Hips			
	* Control from skill to skill in a pass	* Pointed toes			
LANDINGS	* Controlled	* Finished pass/skill			
	* Chest Placement	* Incomplete twisting skills			
SYNCHRONIZATION	* Timing (when applicable)				

few athletes minor or minimal error

Minimal athletes/errors/stunt errors

throughout

JUMP EXECUTION CRITER	RIA	Each execution score will look a	Each execution score will look at the below criteria: This IS NOT a driver system	
ARM PLACEMENT	* Approach	* Consistent Entry	* Swing/prep	*Arm placement in jumps
LANDINGS	* Straight legs	* Pointed toes	* Hip placement/rotation/hyperextension	* Height
	* Legs/feet together	* Chest placement	* Landings	
SYNCHRONIZATION	* Timing		-	

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or across many stunts

