EXECUTION GUIDELINES

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.

LOW	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE	HIGH
1.0 - 3.0	3.0-3.5	3.5-4.0	4.0 - 4.5	4.5 - 5.0
1.0 - 4.0	4.0 - 5.0	5.0 - 6.0	6.0 - 7.0	7.0 - 7.5
Widespread ▪ Errors are occurring across all participating athletes/groups.	**Frequent / Most** · Frequent errors across many athletes · Errors occur repeatedly within many stunt groups or across multiple stunts · Frequent errors demonstrated across a large portion of the team, affecting multiple areas of the routine	**Multiple / Several** · Technique issues demonstrated by several athletes or stunt groups · Multiple stunt groups or athletes demonstrate technique issues · More than half of the team shows technique errors	**Few /Intermittent** · Intermittent technique issues by athletes · Few technique issues within stunts · Few technique issues observed across the team	**Minor /Minimal** · Minimal technique issues by athletes ·Minial technique issues within stunts · Minor technique issues observed across the team

STUNT/PYRAMID EXECUTION CRITERIA

Each execution score will look at the below criteria: This IS NOT a driver system

TOP PERSON	* Body control * 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

APPROACH	* Arm placement into a pass/skill * Swing/prep * Chest placement	
BODY CONTROL	* Head placement * Arm/shoulder placement in skills * Control from skill to skill in a pass	* Leg placement in skills * Hips * Pointed toes
LANDINGS	* Controlled * Chest Placement	* Finished pass/skill * Incomplete twisting skills
SYNCHRONIZATION	* Timing (when applicable)	

JUMP EXECUTION CRITERIA

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 * Legs/feet together	* Pointed toes * Chest placement	* Hip placement/rotation/hyperextension * Landings	* Height
SYNCHRONIZATION	* Timing			

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