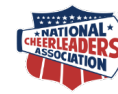


EXECUTION GUIDELINES



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 * Minimal 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 * 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)

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