



# 2024 LEVEL 2 SYSTEM

Elite / International / Prep 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 2 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	RELEASE "STYLE"	COED	
Non listed non-level appropriate skills		1/2 twist to below prep level More than 1/4 twist to prep level Up to 1/4 twist to prep level single leg	Ground level inversion to prep level or below	Switch up to prep level single leg Any 1/4 twist dismount from prep level and below		BRONZE
		A leap frog variation with up to a 1/4 twist More than 1/4 twist to prep level single leg Up to 1/4 twist to an extension	Ground level inversion with 1/2 twist to prep level or below Ground level inversion to prep level single leg	Log roll Any dismount from an extension Ball-up to prep level Prep level single leg tic-tock to prep level single leg with up to a 1/4 twist	Any ASSISTED coed style stunt	SILVER
Non listed level appropriate skills		A leap frog variation with more than a 1/4 twist More than 1/4 twist to prep level body position More than 1/4 twist to an extension	Ground level inversion with 1/2 twist to prep level single leg Ground level inversion to an extension	Prep level body position tic-tock to prep level body position Prep level single leg tic-tock to prep level single leg with a 1/2 twist	Any UNASSISTED coed style stunt	GOLD
		Up to 1/2 twist to an extension from NON-upright Up to 1/2 twist to prep level body position from NON-upright	Ground level inversion with 1/2 twist to prep level body position Ground level inversion with 1/2 twist to an extension	Prep level body position tic-tock to prep level body position with a 1/2 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	
	SILVER
	GOLD
Straight ride	PLATINUM

## PYRAMID DIFFICULTY:

		TWISTING TRANSITIONS	INVERSIONS	RELEASED "STYLE" TRANSITIONS	
Any level appropriate structure		Any non level appropriate transition Up to 1/2 twist to below prep level	Any inversion to prep level or below (NO twist)	Any non level appropriate transition Up to 1/2 twist to prep level or below	SILVER
Non listed level appropriate skills		Up to 1/2 twist to prep level Up to 1/2 twist to prep level single leg	Up to 1/2 twist inversion to prep level or below Any inversion to extended level (NO twist)	Up to 1/2 twist to prep level single leg	GOLD
		Up to 1/2 twist to an extension Up to 1/2 twist to extended single leg	Up to 1/2 twist inversion to extended level	Up to 1/2 twist to extended level	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 2 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:

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

## Isolation of Skill Factors for PYRAMID EXECUTION:

<b>Basing:</b> Body control	<b>Flyers:</b> Arm motion placement	<b>Structures:</b> Control and stability	<b>Transitions:</b> Control and stability	<b>Section:</b> Pace from skill to skill
<b>Basing:</b> Stability	<b>Flyers:</b> Body control	<b>Structures:</b> Proper placement	<b>Transitions:</b> Uniformity	<b>Section:</b> General flow
<b>Basing:</b> Technique	<b>Flyers:</b> Uniformity			
<b>Basing:</b> 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
<b>DANCE SKILLS include:</b>	
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 2 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
Single back handspring
Single back handspring step-out 2 connected skills ending in a back handspring or back handspring variation
3 connected skills ending in a back handspring or back handspring variation

### 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:

Non level appropriate skills
Round off or cartwheel connected to a single back handspring or back handspring variation
Round off or cartwheel connected to multiple back handsprings
Any combination of 3 or more different connected skills ending in a back handspring or back handspring variation

### 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 2 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 2 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:

- |  |                                    |
|--|------------------------------------|
| <b>Landings:</b> Legs / feet placement | <b>Entry:</b> Swing / prep control |
| <b>Landings:</b> Stability / control   | <b>Entry:</b> Approach uniformity  |
| <b>Timing:</b> Group synchronization   | <b>Skill:</b> Arm placement        |
| <b>Timing:</b> Group entry             | <b>Skill:</b> Leg placement        |
| <b>Timing:</b> Group landing           | <b>Skill:</b> Body control         |
| <b>Section:</b> Pace from jump to jump |                                    |
| <b>Section:</b> 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:**
- |  |                                     |
|--|-------------------------------------|
| <b>Level Work:</b> Clear demonstration | <b>Movement:</b> Body lines         |
| <b>Level Work:</b> Uniformity          | <b>Movement:</b> Arm placement      |
| <b>Skill:</b> Group synchronization    | <b>Movement:</b> Uniformity         |
| <b>Skill:</b> Variety of pace          | <b>Staging:</b> Seamless patterns   |
|  | <b>Staging:</b> Appropriate spacing |

