

Game Day Scoring Guidelines

SUGGESTED NUMBER GUIDES	F (0.0 – 1.0)	D (1.0 – 2.0)	C (2.0 – 3.0)	B (3.0 – 4.0)	A (4.0 – 5.0)
Effective/Ineffective Scoring Elements	Completely ineffective/does not demonstrate any understanding of this Game Day scoring element	Ineffective to mostly ineffective with minimal to no effective elements/details	Somewhat ineffective to mostly ineffective with minimal to some effective elements/details	Somewhat effective to mostly effective with minimal to some ineffective elements/details	Mostly effective to effective minimal to no ineffective elements/details
Skill Execution Scoring Elements (see Execution Drivers below for reference)	This should be rarely used as scoring in this range directly tells the coach that every skill, they are performing is far beyond their progression level, lacks any proper Execution, and is directly dangerous to the athlete's safety.	All skills lack uniformity, and have widespread building/tumbling Execution errors in all skills performed	Most skills lack uniformity, and have widespread building/tumbling Execution errors in most of the skills performed	Most skills are sharp, crisp, clean, uniform and have minimal building/tumbling Execution errors in most skills performed	All skills are sharp, crisp, clean, uniform (for the most part) and have minimal building/tumbling Execution errors in all skills performed

STUNT/PYRAMID EXECUTION ELEMENTS

Each element may include, but is not limited to, the below examples:

Top Person	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*If applicable</p>

STANDING TUMBLING EXECUTION ELEMENTS

Each element may include, but is not limited to, the below examples:

Approach	<ul style="list-style-type: none"> • Arm placement into a skill • Swing/prep • Chest placement
Body Control	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips/Leg placement in skills • Pointed toes
Landings	<ul style="list-style-type: none"> • Controlled • Chest placement • Finished skill
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*If applicable</p>