



When the majority (50% or more) of the team executes a described skill, the skill box is marked complete. In the Advanced level, when 100% of the team completes a described skill, the team may receive one extra skill point. However, the team is limited to ONE extra skill point from a double box per section. At the end, the completed skills are converted to difficulty points using the tables at the bottom of the sheet.

COMPETITION

TEAM

CLASSIFICATION 6A 5A 4A 3A 2A

Total Team Members

✓ Denotes Skill Completed

MAJORITY 50% or more of the team

LEVEL 1 (0 - 15)	LEVEL 2 (16 - 20)	
<b>TRANSITIONS</b>  ≥ 50% <input type="checkbox"/> Change of pace with rhythmic variation <input type="checkbox"/> Stylistic traveling steps with arm choreography  Skills Completed	<b>TRANSITIONS</b>  ≥ 50% <input type="checkbox"/> TWO or more complex formation changes <input type="checkbox"/> TWO or more stylistic traveling steps using complex whole body choreography <input type="checkbox"/> Change of pace with rhythmic variation incorporating levels & complex direction changes (eg. pass through / focus change) in a separate sequence from the previous skill  Skills Completed	<b>COMMENTS</b>
<b>JUMPS / LEAPS</b>  (Teams are limited to ONE extra skill point from a double box per section)  100% ≥ 50% <input type="checkbox"/> Fouetté to arabesque <input type="checkbox"/> Grande jeté / side leap <input type="checkbox"/> Jump tilt / toe touch / Russian / C jump <input type="checkbox"/> Sissonne / front hurdler  Skills Completed	<b>JUMPS / LEAPS</b>  100% ≥ 50% <input type="checkbox"/> Any leap with switch <input type="checkbox"/> Calypso / back attitude / fan hitch / firebird / turning C / turning toe touch / renversé (sustain the split) <input type="checkbox"/> TWO or more jumps/leaps consecutive (Limit of one step in between)  Skills Completed	<b>COMMENTS</b>
<b>URNS</b>  (Teams are limited to ONE extra skill point from a double box per section) <input type="checkbox"/> Any double rotation (pencil / coupé / pirouette) <input type="checkbox"/> Changing spots for turns in a series (chainé / piqué) - TWO or more <input type="checkbox"/> Single or double fouetté / a la secondé / attitude front or back <input type="checkbox"/> Tour en L'air variation <input type="checkbox"/> Traveling turns in series (chainé / piqué) - TWO or more  Skills Completed	<b>URNS</b>  (Teams are limited to ONE extra skill point from a double box per section) <input type="checkbox"/> Any triple or greater rotation (pencil / coupé / pirouette) <input type="checkbox"/> Any triple or greater rotation (fouetté / a la secondé) <input type="checkbox"/> Any triple or greater rotation (attitude front or back) <input type="checkbox"/> Changing spot THREE or more times in the turn (fouetté / a la secondé) <input type="checkbox"/> Connected combination of THREE or more different turn styles (double pirouette / double piqué / fouetté / a la secondé / attitude / double float / leg extension turn)  Skills Completed	<b>COMMENTS</b>
	<b>ATHLETICISM</b> (Teams are limited to ONE extra skill point from a double box per section) <input type="checkbox"/> Combo of THREE or more turns and jumps/leaps Example: TWO different turns & one leap, or TWO different leaps one turn in the choreographed sequence (Chainé can be used as a prep into a leap/jump but not as credit for a turn) <input type="checkbox"/> Demonstrate ambidexterity in any of the above described in Level 2 jumps/leaps/turns (Does not have to be the same jump/leap/turn executed on both sides) <input type="checkbox"/> TWO or more demonstrations of flexibility (splits / extensions / any leap showing flexibility / partnering / back (no tumbling, aerials, or walkovers)  Skills Completed	<b>COMMENTS</b>

Definitions: Variety, Multiple, and Series = TWO or more; Complex = Advanced; Sequence = Content follows a logical progression

SKILLS ⇒ DIFFICULTY POINTS	SKILLS ⇒ DIFFICULTY POINTS
Total Skills Completed	Total Skills Completed
7+ = 15      4 = 9	12+ = 20      9 = 17
6 = 13      ≤ 3 = 0	11 = 19      8 = 16
5 = 11	10 = 18
Skills ⇒ Difficulty Points	Skills ⇒ Difficulty Points

	TOTAL DIFFICULTY POINTS EARNED	DANCE
<input type="checkbox"/>		Judge's Signature
<input type="checkbox"/>		Tabulator(s)