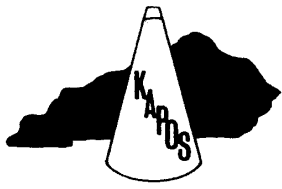


KAPOS In-Game Judging Difficulty Grid

Category	Fair	Average	Good	Excellent	Perfect
STUNTS/ PYRAMIDS/ BASKETS (Baskets must be performed on the appropriate surface and by high school teams only)	Prep level or below; pyramids involving one or more stunt groups	Extensions, cupies, double based two-legged stunts; pyramids involving the entire team; one skill basket toss	Double-base single-leg stunts: liberty, arabesque; single base with assistance; rewinds, switch foot and full-ups (performed at the prep level); pyramids involving multiple stunt groups that move or turn or do multiple combinations; two skill basket toss or a single twisting basket toss	Rewinds; Single leg heel stretch, scorpion, bow and arrow, switch foot and full-ups; unassisted single-based stunts and one armed stunts (performed on the appropriate surface); pyramids involving loss of contact, inversions and multiple stunt groups with single leg combinations; two skill basket toss involving a twist	
TUMBLING	Forward roll, backward roll, cartwheel, one-hand cartwheel, round-off, front limber	Tensica, Front walkover, back walkovers, front handspring, handstand back roll, back handspring, forward roll back handspring	Round-off back tuck, aerial cartwheel, front aerial, aerial round-off, round-off back handspring tuck, back handspring tuck	Front tuck, layouts, X-outs, standing back tucks, whip passes, round-off back handspring half or full twist, standing full, combinations of the above (any full twist must be performed on appropriate surface)	
JUMPS	Herkie Side Hurdler	Front Hurdler Toe Touch Russian	Pike Double Nine Around the World	Multiple, connected jumps based on number and difficulty of included jumps	
MOTIONS	Straight arm motions, minimal footwork, clapping	Motions that include multiple angles, diagonals with footwork	Motions with multiple variations (circles, twists) in combination with footwork and body movement	Very little repetition with motion use, involves multiple arm variations, footwork and body movement	
FORMATIONS and TRANSITIONS	Little or no change of formation	Some formation changes, but doesn't use multiple transitions	Multiple formations, balanced with transitions with formation changes	Multiple formation changes involving majority of team with variety in formations and balanced use of floor	

*Skills listed are in order by degree of difficulty.



KAPOS In-Game Judging Scoring Guide

Category	Fair	Average	Good	Excellent	Perfect
3 pts.	1.8 – 2.0	2.1 – 2.3	2.4 – 2.6	2.7 – 2.9	3
4 pts.	2.4 – 2.7	2.8 – 3.1	3.2 – 3.5	3.6 – 3.9	4
5 pts.	3.0 – 3.4	3.5 – 3.9	4.0 – 4.4	4.5 – 4.9	5
8 pts.	4.8 – 5.5	5.6 – 6.3	6.4 – 7.1	7.2 – 7.9	8
9 pts.	5.4 – 6.2	6.3 – 7.1	7.2 – 8.0	8.1 – 8.9	9
15 pts.	9.0 – 10.4	10.5 – 11.9	12.0 – 13.4	13.5 – 14.9	15
17 pts.	10.2 – 11.8	11.9 – 13.5	13.6 – 15.2	15.3 – 16.9	17
19 pts.	11.4 – 13.2	13.3 – 15.1	15.2 – 17.0	17.1 – 18.9	19
34 pts.	20.4 – 23.7	23.8 – 27.1	27.2 – 30.5	30.6 – 33.9	34
40 pts.	24.0 – 27.9	28.0 – 31.9	32.0 – 35.9	36.0 – 39.9	40
100 pts.	60.0 – 69.9	70.0 – 79.9	80.0 – 89.9	80.0 – 99.9	100