AUREX SCORE SHEET – LEVELS 2–7

Compact 100-point scoring system for fast & professional judging

TEAM NAME		**DIVISION**	
LEVEL		**EVENT**	

CATEGORY	MAX	SCORE
BUILDING – Stunt Difficulty	13.5	
BUILDING – Stunt Technique	13.5	
BUILDING – Pyramid Difficulty	13.5	
BUILDING – Pyramid Technique	13.5	
BUILDING – Toss Difficulty	3.5	
BUILDING – Toss Technique	2.5	
TUMBLING – Standing Tumbling	3.5	
TUMBLING – Running Tumbling	3.5	
TUMBLING – Tumbling Technique	3.5	
TUMBLING – Jump Difficulty	3.5	
TUMBLING – Jump Technique	3.0	
OVERALL – Routine Creativity	6.5	
OVERALL – Formations / Transitions	6.5	
OVERALL – Dance Difficulty	3.5	
OVERALL – Dance Technique	3.5	
OVERALL – Performance	3.0	
TOTAL	**100.0**	

COMMENTS