



NJCDCA Difficulty Drivers

The following are examples of traits and qualities of the execution to help the Judges determine skill placement within the point range.

STANDING AND RUNNING TUMBLING

- Degree of difficulty
- Level of perfection (technique, timing, landing)
- Percentage of team participation
- Height of Skills
- Form
- Synchronization of skills/passes
- Variety of skills/passes
- Specialty combinations/creativity

PYRAMIDS

- Degree of difficulty
- Level of perfection (technique, timing)
- Percentage of team participation
- Minimal use of bases(lack of front spots)
- Strong body positions
- Specialty incorporations
- Unique transitions
- Variety/Speed of transitions
- Multiple structures
- Creative/difficult dismounts

STUNTS/ TOSSES

- Degree of difficulty
- Level of perfection (technique, timing)
- Percentage of team participation
- Minimal use of bases(lack of front spots) (T)
- Combination of skills
- Pace of skills performed
- Strong body positions/Body control (S&T)
- Height (T)

JUMPS

- **Hyperextended/Flexibility**
- **Jump/Tumbling combinations (jump standing tumbling)**
- **Jump combinations**
- **Synchronization of skills**
- **Toe point**
- **Landings**
- **Arm placement**
- **ADVANCED JUMPS INCLUDE (Toe touch, Front hurdler, Pike, Double nine)**

MOTIONS/DANCE

- **Use of motions and dance**
- **Synchronization**
- **Formations changes**
- **Foot work and floor work**
- **Rhythm**
- **Body control**
- **Placement**
- **Visual effect**
- **Pace**
- **Energy/entertainment value**