

School _____

Minimum 4/maximum 16 with NMT differential of 2

Round 1 1:30 / 6 different formations / 2 jumps (Kicks yes, heel stretch no)

(Check uniform, jewelry, nails...)

competitors _____

6 Formations:

2 Jumps:

1. _____ 2. _____

Round 2 1:30 / 10 count / 5 skills

(Check uniform, jewelry, nails...)

competitors _____

Precision (2 staggered lines/3 for more than 12, face judges) Start with *feet together*, fists on hips, facing forward

Start: Hands on hips, fingers in front, facing forward, *feet together*.

1. Lift arms to high V, hands in fists, *feet together*.
2. Swing both arms in front of body (swing out 1 1/2) ending in low V (fists). *Feet together*.
3. Bring hands in front of chest w fingertips at chin level. Audible clap with hands in clap position. *Feet together*.
4. Shoot out to full T with hands in fists. *Feet together*.
5. Break into broken T. *Bring left leg to lib; arch of lt foot should be in line w rt. knee, lt toe pointed toward floor, laces front.* Fists.
6. Break down w both arms crossing **left over right** at wrists (low rocket). **Bring left foot down w feet together.** Fists.
7. Swing out to high V with blades while *poping feet shoulder width apart*.
8. Slap sides with open hands (blades). *Feet hop together*.
9. Bring arms in front of body with hands in fists and elbows to sides (daggers). *Legs in small squat w knees and feet together*.
10. Break right arm up to fight position. Bring left fist back to hip. *Pop feet shoulder width apart.* Fists.

5 Skills (1 in each category, NMT 3 from 1.2 or 1 from 1.4 and 2 from 1.2 DM)

1. _____ Value: _____ **F J T**

1.2: 3X, Val (t or f)
BHS, BWO (t or f)

2. _____ Value: _____ **F J T**

1.4: Aerial, st. back tuck

3. _____ Value: _____ **F J T**

4. _____ Value: _____ **F J T**

5. _____ Value: _____ **F J T**

Round 3 2:30 / 8 formations/ routine description

(Check uniform, jewelry, nails...)

competitors _____

Eight formations: 1. _____ 2. _____ 3. _____ 4. _____ 5. _____ 6. _____ 7. _____ 8. _____

Spotting, contact, illegal skills:

Exit or mat violations: _____

2.0 Falls / 3 or more: _____