

N°	DIVISION:	SKILL			SKILL			PERFORMANCE			PERFORMANCE			DEDUCTIONS		DEDUCTIONS	
	Varsity	S1	S2	S3	TOTAL	AVERAGE	AVERAGE /10	P1	P2	P3	TOTAL	AVERAGE	AVERAGE /10	TOTAL	MEG		TOTAL
	CREW: name	FRITZ	URSULA	ZULU				MASTER X	TOMAS	SPONKY							
1	ALPHA KIDS	41,60	37,00	33,50	112,100	37,367	3,737	33,60	29,30	42,00	104,900	34,967	3,497	7,233		7,233	
2	GOOD MANNERZ	32,10	29,50	31,80	93,400	31,133	3,113	29,20	27,10	20,60	76,900	25,633	2,563	5,677	0,10	5,577	varsity & adult routine lenght (2:07)
3	CHUPITOS	35,00	28,50	29,90	93,400	31,133	3,113	28,90	31,35	20,30	80,550	26,850	2,685	5,798		5,798	
4	G MUSEZ	37,6	24	31,8	93,400	31,133	3,113	30,9	33,4	35,9	100,200	33,400	3,340	6,453		6,453	
5	BUDDHA G	40,5	39,5	33,6	113,600	37,867	3,787	34,4	31,6	38,3	104,300	34,767	3,477	7,263		7,263	
6	HIP BOX	40,9	30,5	33,3	104,700	34,900	3,490	32,8	33,4	31,1	97,300	32,433	3,243	6,733	0,25	6,483	use of props
7	BUBBLE GIRLS	36,7	36,5	34,4	107,600	35,867	3,587	29,6	29,35	23,1	82,050	27,350	2,735	6,322		6,322	
8	ALPHACODE	44,2	40	35,2	119,400	39,800	3,980	36,8	35,3	47,9	120,000	40,000	4,000	7,980	0,35	7,630	lewd gestures & use of props
9	7BOYS	39,1	38,5	32,3	109,900	36,633	3,663	30,4	31,8	44,6	106,800	35,600	3,560	7,223		7,223	
10	VIRUS BOYZ	18,5	24	21,5	64,000	21,333	2,133	28,6	22,5	21,8	72,900	24,300	2,430	4,563	0,15	4,413	lewd gestures and clothing or props ossed into audience
11	BATTLE CREW QUEENZ	25,6	22	22,5	70,100	23,367	2,337	30,4	27,3	29,6	87,300	29,100	2,910	5,247		5,247	
12	RAPKIDZ	42,6	37,5	31	111,100	37,033	3,703	36,2	33,5	34	103,700	34,567	3,457	7,160		7,160	
13	PRINCE OF THE SOUTH	37,5	24,5	34,6	96,600	32,200	3,220	34,3	36	36,8	107,100	35,700	3,570	6,790	0,25	6,540	use of props
14	PSYCOM CREW NEW GEN	36	26	32,9	94,900	31,633	3,163	32,6	29,8	30,8	93,200	31,067	3,107	6,270	0,1	6,170	lewd gestures
15	INFINITY LOVE DANCE CREW	36,8	24	27,2	88,000	29,333	2,933	30,7	31,2	26	87,900	29,300	2,930	5,863	0,1	5,763	lewd gestures
16	7 COMPANY VARSITY	41,6	38,5	33,1	113,200	37,733	3,773	32,3	33,5	35,6	101,400	33,800	3,380	7,153		7,153	