



# INDIANA CHEER CHAMPIONSHIP

## STUNTS, TOSSES AND PYRAMIDS SCORE SHEET

Max Score

STUNTS

Execution	10	Strong Top person Level of Technique Strong Bases Level of Technique; Solid Stunts, Load-Ins and Dismounts	9.1 - 10.0 <i>Constantly</i> 6.1 - 9.0 <i>Frequently</i> 4.1 - 6.0 <i>Sometimes</i> 2.1 - 4.0 <i>Rarely</i> 0.0 - 2.0 <i>Seldom</i>
Difficulty	10	9.0 - 10 <i>Elite Stunts</i> 7.0 - 8.9 <i>Advanced Stunts</i> 5.0 - 6.9 <i>Intermediate Stunts</i>	2.0 - 4.9 <i>Beginner Stunts</i> 0 <i>No Demonstrated Skills</i> *(appropriate number of performers/groups)

STUNTS: Single unbraced structures

**Elite:** 1.5+ rotations to extended single leg, inversion to single leg extended, single base extended full twisting skills, extended full twisting release skills, high to high

**Advanced:** < 1.5 rotations to extended single leg, inversion to single leg below extended, inversion to two legs extended, single base extended non-twisting skills, full twisting release skills below extended, extended non-twisting release skills, low to high

**Intermediate:** < 1.5 rotations to extended two leg, extended skills, single leg skills, inversion to two legs below extended, non-twisting release skills below extended, single base below extended

**Beginner:** skills below extended, inversion to two legs below prep level

PYRAMIDS and/or TOSSES

Execution	10	High Level of Perfection (technique, landing) Strong Height of Skills when appropriate Clear Body Lines/Form Clean Entry and Landing of Skills	9.1 - 10.0 <i>Constantly</i> 6.1 - 9.0 <i>Frequently</i> 4.1 - 6.0 <i>Sometimes</i> 2.1 - 4.0 <i>Rarely</i> 0.0 - 2.0 <i>Seldom</i>
Difficulty	10	9.0 - 10 <i>Elite Skills</i> 7.0 - 8.9 <i>Advanced Skills</i> 5.0 - 6.9 <i>Intermediate Skills</i>	2.0 - 4.9 <i>Beginner Skills</i> 0 <i>No Demonstrated Skills</i> *(appropriate number of performers/groups)

TOSSES: (Examples below, but not limited to):

**Elite:** Switch Kick Full, Hitch Kick Full, 1.25 Rotations

**Advanced:** Kick Full

**Intermediate:** Single Twist

**Beginner:** Straight Ride

PYRAMIDS: Multiple *different* structures that connect and brace each other:

*Pyramids at or below prep level will be scored as "Beginner".*

	With Rotations or Inversions	w/o Rotations or Inversions
<b>Elite:</b>	5+ transitions	--
<b>Advanced:</b>	4 transitions	5+ transitions
<b>Intermediate:</b>	3 transitions	4 transitions
<b>Beginner:</b>	2 transitions	3 transitions

Variety <i>Considering any combination of Stunts, Tosses, or Pyramids Each unique Pyramid counts as 1 towards Variety</i>	10	Quantity of different skills demonstrated by a Squad: 10.0 <i>Four Skills</i> 8.0 <i>Three Skills</i> 6.0 <i>Two Skills</i>	4.0 <i>One Skill</i> 2.0 <i>Skills utilizing less than the appropriate number of performers/groups</i>	<i>These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)</i>
Creativity <i>Considering any combination of Stunts, Tosses, or Pyramids</i>	10	Innovative/Creative load ins and dismounts Clear/easy to read transitions within stunts/pyramids Good Flow between skills with a minimum of down time Effective Use of Team Members	9.1 - 10.0 <i>Constantly</i> 6.1 - 9.0 <i>Frequently</i> 4.1 - 6.0 <i>Sometimes</i> 2.1 - 4.0 <i>Rarely</i> 0.0 - 2.0 <i>Seldom</i>	
Formations	5	4.0 - 5.0 Clear, easily readable formations, variety of formations, appropriate use of space relative to # on the floor 2.5 - 3.9 Good formations, some formations, limited use of space relative to # on the floor 0.0 - 2.4 Unclear formations, few formations, lack of use of space relative to # on the floor		
Floor Transitions	5	Clean transitions throughout routine Organized, intentional movement between formations Strong coordination among all visual elements	4.6 - 5.0 <i>Constantly</i> 3.6 - 4.5 <i>Frequently</i> 2.6 - 3.5 <i>Sometimes</i> 1.6 - 2.5 <i>Rarely</i> 0.0 - 1.5 <i>Seldom</i>	
Overall Impression	5	Judges discretion - overall impression for this specific caption sheet. (Average performances will score 3 points)		

Comments:

TOTAL	75
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