



Indiana Cheer Championship

Stunts, Tosses, and Pyramids Score Sheet

STUNTS

Maximum
Score Score

Execution	10		Strong Flyers Level of Technique Strong Bases Level of Technique; Solid Stunts and Dismounts 9.0-10 Constantly; 7.0-8.9 Frequently; 5.0-6.9 Sometimes; 3.0-4.9 Rarely; 0-2.9 Seldom
Difficulty	10		9.0-10: Elite stunts (appropriate number of 4 or more person groups) and/or Advanced stunts (appropriate number of 4 person groups) 6.0-8.9: Advanced stunts (appropriate number of 5 person groups) and/or Intermediate stunts (appropriate number of 4 person groups) 4.0-5.9: Intermediate stunts (5 or more person groups) 0-3.9: Beginning stunts

STUNTS: Single structure unbraced by another (Examples below, but not limited to):
Elite: Full up to extended position, Major releases from a prep level landing in an extended position, Inverted transitions to prep level, 1.5 - 2 twisting transitions, toss extended stunts, single based one legged extensions, double twist dismount from one leg stunt, single based two legged extensions, multiple body positions
Advanced: Extended one legged stunts, full up to a prep position, single twist dismount from single legged extended stunt, walking or turning stunts
Intermediate: Minor releases landing below prep level, minor tick tock variations at or below prep level, 1/2 or single twisting stunts, 1/2 or single twisting transitions, Power Presses, Single twist from two legged extended stunt
Beginner: Extension prep, one legged variations at or below prep level, extension, straight cradle dismount, twist cradle from prep level, no transitions

PYRAMIDS AND/OR

TOSES

Maximum
Score Score

Execution	10		Strong Flyers Level of Technique; Stong Bases Level of Technique Solid Stunts and Dismounts 9.0-10 Constantly; 7.0-8.9 Frequently; 5.0-6.9 Sometimes; 3.0-4.9 Rarely; 0-2.9 Seldom
Difficulty	10		9.0-10: Elite skills and/or Multiple Advanced skills 6.0-8.9: Some Advanced skills and/or Multiple Intermediate skills 3.0-5.9: Some Intermediate skills 0-2.9: Beginning skills

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

Elite: One skill double full twist
Advanced: Single twisting toss
Intermediate: Non-twisting toss
Beginner: Straight ride

PYRAMIDS: Multiple structures that connect and brace each other (Examples below, but not limited to):

Elite: Pyramids involving multiple transitions
Advanced: Pyramids involving a single transition
Intermediate: Extended pyramids, Pyramids involving one legged stunts
Beginner: Pyramids at or below prep level

Comments:

STUNTS, TOSES

PYRAMIDS

Maximum
Score Score

Stunt/Pyramid Transitions	10		Creative Transitions between Pyramids/Stunts Effective Use of Team Members 9-10 Constantly; 7-8.9 Frequently; 5-6.9 Sometimes; 3-4.9 Rarely; 0-2.9 Seldom
Stunt/Toss/Pyramid Variety	10		9.0-10: three or more different team skills 5.0-8.9: two different team skills 1.0-4.9: one different team skills 0 : No demonstrated skills

OVERALL ROUTINE IMPRESSION

IMPRESSON

Maximum
Score Score

	10		Judges discretion - overall routine impression including energy level and showmanship (Average performances will score 5 points)
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TOTAL	70		
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