



INDIANA CHEER CHAMPIONSHIP

PARTNER STUNT GROUP SCORE SHEET

	Maximum Score	Score	
Execution	10		Good Squad Unity Clean Routine Strong Flyers Level of Technique Strong Bases Level of Technique; Solid Stunts and Dismounts 9-10 Constantly; 7-8.9 Frequently; 5-6.9 Sometimes; 3-4.9 Rarely; 0-2.9 Seldom
Difficulty	10		9.0-10: Elite stunts and/or Advanced stunts (using 2 bases) 6.0-8.9: Advanced stunts (using 3 bases) and/or Intermediate stunts (2 bases) 4.0-5.9: Intermediate stunts (3 bases) 0-3.9: Beginning stunts
Variety	10		Use of many stunts, positions, dismounts with minimal repetition. Incorporation of jumps/tumbling appropriate for stunting/pyramid building. Incorporation of all members of the squad
Choreography/ Creativity	10		Creative Transitions between Stunts Effective Use of Team Members Appropriate Use of Music Fast Paced 9-10 Constantly; 7-8.9 Frequently; 5-6.9 Sometimes; 3-4.9 Rarely; 0-2.9 Seldom

OVERALL ROUTINE IMPRESSION

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

TOTAL	50	
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STUNTS: Single structure unbraced by another (Examples below, but not limited to):
Elite: Double Up to extended position, 1.5 up to extended position, Full up to 1 leg extended position, Major releases from a prep level landing in an extended position, toss extended stunts, Single Based Toss stunts with twisting load in, Single Based toss to one-legged stunts, Single Based Twisting cradles from one-legged extended stunts, Single Based One-legged extended stunts, Single Based toss to two-legged extended stunts.
Advanced: Low to High, Extended one legged stunts, full up to 2 leg extended position, 1.5 up to prep position, single twist dismount from single legged extended stunt, Inverted transitions to prep level, Switch up, Single Based twist cradle from two-legged prep level and extended stunts.
Intermediate: full up to a prep position, 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, Single Based two-legged extended stunts, Single Based toss to prep level, Single Based Press-toss chair, Single Based non-toss load into prep level, Single Based Straight cradle dismounts.
Beginner: Extension prep, one legged variations at or below prep level, extension, straight cradle dismount, twist cradle from prep level, no transitions.

TOSSES: (Examples below, but not limited to):
Elite: Switch Kick Full, Hitch Kick Full, Other Specialty Kick Full tosses
Advanced: Kick Full
Intermediate: Single Twist
Beginner: Straight ride, no twist toss (Ex: toe touch, tuck arch)

PYRAMIDS: Multiple structures that connect and brace each other (Examples below, but not limited to):
Elite: Pyramids involving 3 or more transitions with three or more structures
Advanced: Pyramids involving less than 3 transitions with one or two structures
Intermediate: Extended pyramids, Pyramids involving one legged stunts
Beginner: Pyramids at or below prep level

Comments:

Partner Stunt Groups (Maximum of 5 Individuals) Competition: Finalists will be chosen from video recordings (either electronic files or DVD) submitted to the IASP office. The Top 5 scoring teams will compete at the State Finals competition. Any high school group of five or less may compete, with no limit to the number of groups from each school. Cheerleaders may only compete with one Partner Stunt Group. Music is required. Words may be used. Score sheets for all groups will be given to coaches. Those entering the Partner Stunt Group contest will submit a video recording to the IASP office by the date listed on the competition entry form. Video submissions must be labeled with the school name. All stated contest rules and NFHS rules apply. Teams may perform their routine as many times as desired to achieve their best effort, however, only one video per group will be accepted for judging. Although a professionally filmed video is not expected (only one camera should be used) please remember to send a recording with clear audio and visual quality. DVD submissions must be on a standard size DVD (not a mini-DVD), and playable on a standard DVD player. Please test your submission on a DVD player, not on a computer. Submissions must be of a continuous one minute routine (not a longer routine edited to fit the time restraints) Edited submissions will not be judged. Partner Stunt Group participants must also be members of a squad participating in a team event.