



# INDIANA CHEER CHAMPIONSHIP

## STUNTS, TOSSES AND PYRAMIDS SCORE SHEET

STUNTS		Maximum Score
Execution	10	Strong Top person Level of Technique Strong Bases Level of Technique; Solid Stunts and Dismounts 9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom
Difficulty	10	9.0-10: Elite stunts 7.0-8.9: Advanced stunts 5.0-6.9: Intermediate stunts 2.0 – 4.9: Beginner stunts 0: No Demonstrated Skills *(appropriate number of performers/groups)

### PYRAMIDS AND/OR TOSSES

PYRAMIDS AND/OR TOSSES		Maximum Score
Execution	10	Strong Top person Level of Technique Strong Bases Level of Technique; Solid Stunts and Dismounts 9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom
Difficulty	10	9.0-10: Elite 7.0-8.9: Advanced 5.0-6.9: Intermediate 2.0 – 4.9: Beginner 0: No Demonstrated Skills *(appropriate number of performers/groups)

Variety <i>Considering any combination of Stunts, Tosses, or Pyramids</i>	10	10.0 Four or more team skills demonstrated 8.0 Three team skills demonstrated 6.0 Two team skills demonstrated 4.0 One team skill demonstrated 2.0 Skills utilizing less than the appropriate number of performers/groups 0 No demonstrated skills <i>These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)</i>
Creativity/ Transitions <i>Considering any combination of Stunts, Tosses, or Pyramids</i>	10	Innovative/Creative load ins, dismounts, & transitions Clear/easy to read transitions Good Flow Between Skills with a minimum of down time Effective Use of Team Members 9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom

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

TOTAL	70
-------	----

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, Inverted transitions to extended.

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

**Elite:** Pyramids involving 3 or more transitions with three or more different structures

**Advanced:** Pyramids involving less than 3 transitions with one or two different structures

**Intermediate:** Extended pyramids, Pyramids involving one legged stunts

**Beginner:** Pyramids at or below prep level

Comments: