

CONNECTICUT ASSOCIATION OF SCHOOLS CHEERLEADING SCORE SHEET

Team _____

Number of Cheerleaders _____

Judge Number _____

Division _____

Judge 2 & 6

PARTNER STUNT DIFFICULTY		
/10	0	<ul style="list-style-type: none"> No Partner Stunts
	0.1 - 2.9	<ul style="list-style-type: none"> Beginner Stunts : Thigh Stand/ Prep/ Shoulder Sit/ Straddle Press Dismounts: Straight Cradles, bump downs, wraps, etc.
	3.0 - 5.4	<ul style="list-style-type: none"> Liberty and liberty variations at prep level Extended 2 legged stunts Straight up extended stunts Suspended rolls from the performance surface Half up Switch up to prep level Inverted entry to below prep level Dismounts: Straight Cradles, Twist from prep level Sponge Tosses
	5.5 - 6.9	<ul style="list-style-type: none"> Liberty and liberty variations at extended level Prep level single based stunts Switch up to liberty Inverted entry to prep level Dismounts: Twists from two legged extended stunts 1 trick tosses such as Arch/ Pike/ Toe touch
	7.0 - 8.4	<ul style="list-style-type: none"> Multiple liberty variations at extended level showing flexibility (scorpion, scale, stretch, etc.) Switch up to extended single leg stunt showing flexibility (scorpion, scale, stretch, etc.) Full up to extended 2 legged stunts Toss to hands/Single based extended 2 legged stunts Low to high (lib to lib) free standing tick tock Inverted entry to 2 legged extended level stunts (follow NFHS rules) Twisting tosses or 2 trick tosses such as Ball Out/X Out Dismounts: Twists from single legged extended stunts
Max = 10	8.5 - 10	<ul style="list-style-type: none"> Single based single leg extended stunts Full up to extended single leg stunt Full around to extended single leg stunts Low to high free standing tick tock showing flexibility (scorpion, scale, stretch, etc.) Inverted entry to single legged extended position (follow NFHS rules) Elite twisting tosses (Kick Full) Dismounts: Twists from single legged extended stunts

TO OBTAIN A SCORE OF 8.5-10 Range
<ul style="list-style-type: none"> All stunts must be performed by maximum number of athletes. Front spots may not be utilized (with the exception of basket tosses). Teams must perform three different bulleted skills and the required dismount.
For All Other Ranges
<ul style="list-style-type: none"> Teams must perform three bulleted skills from the list, (or a mix of skills in that range and above), and the required dismount. Maximum participation required by teams. Teams that do not perform maximum stunts will be penalized one point.

CONSIDERED WHEN SCORING DIFFICULTY
<ul style="list-style-type: none"> Variety of entries, inversions, dismounts, and transitions
<ul style="list-style-type: none"> Pace of skills performed
<ul style="list-style-type: none"> Use of front spots (0 - 8.4 ranges)

MAXIMUM PARTICIPATION	
ATHLETES	STUNT GROUPS
20	5
16 to 19	4
12 to 15	3
8 to 11	2
7 or Less	1

Partner Stunt Technique		
/5	0	<ul style="list-style-type: none"> No Partner Stunts
	0.1 - 1.9	<ul style="list-style-type: none"> Below average technique - less than majority demonstrated excellent precision, form and synchronization
	2.0 - 3.9	<ul style="list-style-type: none"> Average technique - majority demonstrated excellent precision, form and synchronization
	4.0 - 5	<ul style="list-style-type: none"> Superior technique - most demonstrated excellent precision, form and synchronization
Max = 5	Technique= Flyers Flexibility, Body Position of Bases, Spotters & Flyers, Control of Stunt	

MOTIONS		
/5	0	<ul style="list-style-type: none"> No Motions
	0.1 - 1.9	<ul style="list-style-type: none"> Below average paced motions Little to no variety of motions Minimal visual effects in motions, level changes, etc.
	2.0 - 3.9	<ul style="list-style-type: none"> Average paced motions Average variety & incorporation of basic and complex motions Some visual effects in motions, level changes, etc.
	4.0 - 5.0	<ul style="list-style-type: none"> Fast paced motions Superior variety & incorporation of basic and complex motions Superior visual effects in motions, level changes, etc.
Max = 5	Basic Motions: V- high/low, T, touchdown- high/low. Complex Motions: K, L, Diagonal, Variations of Basic Motions (for example- broken high V, broken T, etc.) NOTE: Must meet all bullets listed to obtain the range.	

MOTIONS TECHNIQUE		
/5	0.1 - 1.9	<ul style="list-style-type: none"> Below average technique- many bent motions and/or poor placement Below average timing & synchronization
	2.0 - 3.9	<ul style="list-style-type: none"> Average technique- some bent motions and/or placement off Average timing & synchronization
	4.0 - 5.0	<ul style="list-style-type: none"> Superior technique- proper placement sharp precision Superior timing & synchronization

TOTAL SCORE		
/25		