

CONNECTICUT ASSOCIATION OF SCHOOLS CHEERLEADING SCORE SHEET

Team _____

Number of Cheerleaders _____

Judge Number _____

Division _____

Judge 4 & 8

Pyramid incorporates connected structures showing variety, creativity and transitional elements. Teams must perform 3 different bulleted skills from the given range (or ranges above)

PYRAMID DIFFICULTY											
/10	<table border="1"> <tr> <td style="text-align: center;">0</td> <td> <ul style="list-style-type: none"> No Pyramid </td> </tr> <tr> <td style="text-align: center;">0.1 - 2.9</td> <td> <ul style="list-style-type: none"> Prep level structures and below Prep level liberty/ liberty variations braced on both sides Two legged show and go Extended two legged stunts </td> </tr> <tr> <td style="text-align: center;">3.0 - 5.4</td> <td> <ul style="list-style-type: none"> Single based prep Braced flips to prep or below Release transition to/from horizontal position to prep Extended liberty/liberty variations braced on both sides Single legged show and go Switch up to prep level single legged stunt Half up to prep </td> </tr> <tr> <td style="text-align: center;">5.5-6.9</td> <td> <ul style="list-style-type: none"> Single based single leg prep Full up to extended 2 legged Inverted entry to prep Braced flips to extended two leg Tic tocks to liberty braced on both sides Release transitions to/from horizontal position to 2 legged extended level 1/2 Ups to extended position Switch up to liberty </td> </tr> <tr> <td style="text-align: center;">7.0-8.4</td> <td> <ul style="list-style-type: none"> Single based extended 2 legged Full up to extended liberty Inverted entry to 2 legged extended level stunts (follow NFHS rules) Release transitions to/from horizontal position to one legged extended stunt Braced flips to one legged extended level Switch up to extended single legged stunt showing flexibility (scorpion, scale, stretch, etc.) Tick tock to flexible position (scorpion, scale, stretch, etc.) braced on both sides Tick tock to liberty braced on one side Full around to prep </td> </tr> </table>	0	<ul style="list-style-type: none"> No Pyramid 	0.1 - 2.9	<ul style="list-style-type: none"> Prep level structures and below Prep level liberty/ liberty variations braced on both sides Two legged show and go Extended two legged stunts 	3.0 - 5.4	<ul style="list-style-type: none"> Single based prep Braced flips to prep or below Release transition to/from horizontal position to prep Extended liberty/liberty variations braced on both sides Single legged show and go Switch up to prep level single legged stunt Half up to prep 	5.5-6.9	<ul style="list-style-type: none"> Single based single leg prep Full up to extended 2 legged Inverted entry to prep Braced flips to extended two leg Tic tocks to liberty braced on both sides Release transitions to/from horizontal position to 2 legged extended level 1/2 Ups to extended position Switch up to liberty 	7.0-8.4	<ul style="list-style-type: none"> Single based extended 2 legged Full up to extended liberty Inverted entry to 2 legged extended level stunts (follow NFHS rules) Release transitions to/from horizontal position to one legged extended stunt Braced flips to one legged extended level Switch up to extended single legged stunt showing flexibility (scorpion, scale, stretch, etc.) Tick tock to flexible position (scorpion, scale, stretch, etc.) braced on both sides Tick tock to liberty braced on one side Full around to prep
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8.5-10	<ul style="list-style-type: none"> Single based extended single legged Full up to extended single legged flexible position (scorpion, scale, stretch, etc.) Full around to extended level High to high full around to extended position (Follow NFHS rules) Inverted entry to single legged extended position (Follow NFHS rules) High to high flip Tick tock to flexible position (scorpion, scale, stretch, etc.) braced on one side 										

PYRAMID TECHNIQUE		
/5	0	<ul style="list-style-type: none"> No Pyramid
	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
Max = 5	4.0 - 5.0	<ul style="list-style-type: none"> Above average technique - most demonstrated excellent precision, form and synchronization

Technique= Flyers flexibility, body position of bases, spotters & flyers, control of stunt

FORMATIONS/SPACING		
/5	0.1 - 1.9	<ul style="list-style-type: none"> Visually ineffective formations Spacing off throughout routine Little variety of formation changes with limited floor use
	2.0 - 3.9	<ul style="list-style-type: none"> Formations demonstrate some good use of floor, alignment and symmetry Minor problems with spacing Some variety of formations with moderate use of floor
	4.0 - 5.0	<ul style="list-style-type: none"> Clear & clean, visually effective formations Minimal/No Spacing errors Large variety of formations with excellent use of floor

Varied = Changes in positions, shapes, and groupings on the mat

TRANSITIONS/ FLOW OF ROUTINE		
/5	0.1 - 1.9	<ul style="list-style-type: none"> Major issues during transitions Minimal incorporation of skills during transitions Choppy, lacks cohesion, excessive down time
	2.0 - 3.9	<ul style="list-style-type: none"> Some issues during transitions Average incorporation of skills during transitions Average coordination among all elements of the routine
	4.0 - 5.0	<ul style="list-style-type: none"> Clean & clear transitions Excellent incorporation of skills during transitions Uncluttered changes between segments Strong coordination among all elements of the routine.

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

CONSIDERED WHEN SCORING DIFFICULTY	TOTAL SCORE
<ul style="list-style-type: none"> Variety of entries, inversions, dismounts, and transitions Pace of skills performed Skills braced on one vs. two sides 	/25

In order to obtain 8.5-10 range:
<ul style="list-style-type: none"> All stunts must be performed by maximum number of athletes. <ul style="list-style-type: none"> Front spots may not be utilized. Teams must perform three different bulleted skills.

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 the ranges above. Maximum participation required by teams. Teams that do not perform maximum stunts will be penalized one point.