



Judge's Initials \_\_\_\_\_

# IOWA CHEERLEADING STATE CHAMPIONSHIPS

## CHEER & DANCE - PYRAMIDS, TOSSES, PARTNER STUNTS SCORE SHEET

**SCHOOL:** \_\_\_\_\_ **CLASS:** \_\_\_\_\_ **Total Athletes:** \_\_\_\_\_

### PYRAMIDS

DIFFICULTY							
0	2.0-2.4	2.5-2.9	3.0-3.4	3.5-3.9	4.0-4.4	4.5-5.0	SCORE
No pyramid was performed	Did not meet majority for a 2.5	Pyramids involving prep level and below level structures	Pyramids involving extended double leg stunts and a transitional sequence	Pyramids involving extended single leg stunts and a transitional sequence	Pyramids involving extended single leg stunts and two+ transitions and <b>majority</b> extended structures	Pyramids involving extended single leg stunts, 2+ transitions, and <b>majority</b> extended structures. Required braced flip transition. Additional consideration for inversions & single braced flips.	

EXECUTION						
0	1.0-1.9	2.0-2.9	3.0-3.9	4.0-4.4	4.5-5.0	SCORE
No pyramid was performed	Poor level of technique	Below Average Technique	Average Technique	Above Average Technique	High Level of Technique	

**PYRAMIDS X 1 =** \_\_\_\_\_

### TOSSES

DIFFICULTY							
0	2.0-2.4	2.5-2.9	3.0-3.4	3.5-3.9	4.0-4.4	4.5-5.0	SCORE
No tosses were performed	Did not meet majority for a 2.5	Single skill tosses without twists in the same section (Ex. Toe Touch Basket)	Multi-skill tosses without twists in the same section (Ex. Ball X Basket)	Tosses with twists in the same section (Ex. Full Basket)	Multi-skill tosses with twists (Ex. Kick Full basket, Hitch Kick Full Basket) in the same section & one other single skill toss by at least one stunt group	Multi-skill tosses with twists in the same section* and one other multi-skill twisting toss by at least one stunt group (Ex. Kick Full basket, Hitch Kick Full Basket)	

\*A **ripple** counts as "in the same section" but may lower difficulty due to non-synchronization.

EXECUTION						
0	1.0-1.9	2.0-2.9	3.0-3.9	4.0-4.4	4.5-5.0	SCORE
No tosses were performed	Poor level of technique	Below Average Technique	Average Technique	Above Average Technique	High Level of Technique	

**TOSSES X 0.5 =** \_\_\_\_\_

### PARTNER STUNTS

DIFFICULTY							
0	2.0-2.4	2.5-2.9	3.0-3.4	3.5-3.9	4.0-4.4	4.5-5.0	SCORE
No partner stunts were performed	Did not meet majority for a 2.5	Prep level double leg stunts	Extended double leg stunts or prep level single leg stunts	Extended single leg stunts with at least one extended body position	Extended single leg stunts that include an advanced body position (heel stretch, scale, arabesque, bow + arrow, or similar skill), <b>at least one</b> elite stunt, required full twist extended level dismount.	Extended single leg stunts that include an advanced body position (heel stretch, scale, arabesque, bow + arrow, or similar skill), <b>Multiple elite extended level stunts</b> that include a full twist dismount (twist cradle, corkscrew to load, twisting prone or similar skill) from an extended advanced body position.	

EXECUTION						
0	1.0-1.9	2.0-2.9	3.0-3.9	4.0-4.4	4.5-5.0	SCORE
No partner stunts performed	Poor level of technique	Below Average Technique	Average Technique	Above Average Technique	High Level of Technique	

**Note:** The majority of stunt groups must perform the same skill within the same range to receive maximum difficulty credit for that skill. If majority is not reached, teams will receive a difficulty score of the lowest level of skill performed by the majority. Ex: A team of 12 must have 2 stunt groups performing the stunts in the range to receive the scoring. See majority stunt chart for clarifications.

**PARTNER STUNTS X 2 =** \_\_\_\_\_

**TOTAL SCORE** \_\_\_\_\_