

**2011 - 2012 AMERICAN CHEER POWER COLLEGE SCORING GRID**

The following grid outlines the point range for specific skill sets performed *by a MAJORITY of the team*. Judges will consider difficulty, variety and creativity when deciding on a specific score. Skills performed by less than a majority of the team will move the score into a lower point range. Multiple skill sets performed by a majority of the team, may be scored in a higher point range. Technique for each skill category

STUNTS	PYRAMIDS/*TOSSES	TUMBLING	JUMPS	MOTIONS/DANCE
<b>4.0 – 5.0</b>	<b>4.0 – 5.0</b>	<b>4.0 – 5.0</b>	<b>4.0 – 5.0</b>	<b>4.0 – 5.0</b>
Two Leg Prep Or One Leg Variations below Prep Level Or Specialty Transition To/From Two Leg Prep or One Leg Variations below Prep Level	Pyramids at Prep Level and Below	Forward/Backward Rolls Or Cartwheels Or Round-Offs		
<b>5.0 – 6.0</b>	<b>5.0 – 6.0</b>	<b>5.0 – 6.0</b>	<b>5.0 – 6.0</b>	<b>5.0 – 6.0</b>
Two Leg Extended Stunts Or One Leg Variations at Prep Level Or Specialty Transition To/From Two Leg Extended Stunts or One Leg Variations at Prep Level	Pyramids Involving Extended Two Leg Stunts And/Or Basic Straight Ride Tosses	Front/Back Walkovers Or Front/Back Walkover Series Or Combination Cartwheel, Round Off, Front/Back Walkovers		
<b>6.0 – 7.0</b>	<b>6.0 – 7.0</b>	<b>6.0 – 7.0</b>	<b>6.0 – 7.0</b>	<b>6.0 – 7.0</b>
Advanced Skills See Skill Descriptions	Extended Single Leg Pyramid And/Or Single Skill, Non-Twisting Tosses (Ex. Toe Touch or Tuck Arch)	Single Standing Back Handspring Or Round-off Back Handspring Or Round-off Back Handspring Series		
<b>7.0 – 8.0</b>	<b>7.0 – 8.0</b>	<b>7.0 – 8.0</b>	<b>7.0 – 8.0</b>	<b>7.0 – 8.0</b>
Advanced Skills And Required Dismount: Single Twist from Single Leg Stunts	Extended Single Leg Pyramid with a Specialty Mount/Transition And/Or Non-Twisting Multiple Skill Tosses (Ex. Switch Kick) Or Single Twisting Tosses	Series Standing Back Handspring Or Jump-Back Handspring Combination Or Round-Off Back Handspring(s) Tucks Or Round-Off Tucks Or Running Front Tucks	Basic Jumps Or Single Jumps	Basic Motions, Little to No Transitions, Level Changes, Fair Entertainment Value
<b>8.0 – 9.0</b>	<b>8.0 – 9.0</b>	<b>8.0 – 9.0</b>	<b>8.0 – 9.0</b>	<b>8.0 – 9.0</b>
Advanced Skills And Required Dismount: Double Twist from Single Leg Stunts Or Elite Skills And Required Dismount: Single Twist from Single Leg Stunt Or Unassisted Single Base Extended Stunt Sequence	Extended Single Leg Pyramid with Multiple Specialty Mounts/Transitions And At Least One 2½ High Transition And Multiple Extended Structures And/Or Multiple Skill Tosses That Include a Twist (Ex. Kick Fulls or Double Fulls)	Standing Back Tucks/Flip Or Standing BHS Back Tucks/Flip Or Standing BHS Series Tuck/Flip Or Round-Off Back Handspring(s) Layouts Or Round-Off Back Handspring(s) Fulls	Advanced Jump Combinations	Minimal Transitions, Level Changes, Footwork/Floorwork, Good Entertainment Value
<b>9-10 COLLEGE ONLY</b>	<b>9-10 COLLEGE ONLY</b>	<b>9-10 COLLEGE ONLY</b>	<b>9-10 COLLEGE ONLY</b>	<b>9-10 COLLEGE ONLY</b>
Unassisted Single Base Stunts Or Free Flipping Stunts to an Extended Position Or Full Up Toss To an Extended Position	2½ High Collegiate Pyramids Or Specialty Mount/Transition to/from 2½ High Collegiate Pyramids And/Or Flipping Tosses Or Flipping and Twisting Tosses	Standing Back Tucks/Flips Or Standing BHS Back Tucks/Flip And Round-Off Back Handspring(s) Flips	Multiple Advanced Jump Combinations	Multiple Transitions, Level Changes, Footwork/Floorwork, Strong Entertainment Value