

**2011 - 2012  
AMERICAN CHEER POWER  
INTERMEDIATE  
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 will be scored separately on the score sheet.

| 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<br>Or<br>One Leg Variations below Prep Level<br>Or<br>Specialty Transition To/From Two Leg Prep<br>or One Leg Variations below Prep Level                    | Pyramids at Prep Level and Below   | Forward/Backward Rolls<br>Or<br>Cartwheels<br>Or<br>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<br>Or<br>One Leg Variations at Prep Level<br>Or<br>Specialty Transition To/From Two Leg<br>Extended Stunts or One Leg Variations at<br>Prep Level | Pyramids Involving Extended Two Leg<br>Stunts<br>And/Or<br>Basic Straight Ride Tosses  | Front/Back Walkovers<br>Or<br>Front/Back Walkover Series<br>Or<br>Combination Cartwheel, Round<br>Off, Front/Back Walkovers                          | Basic Jumps<br>Or<br>Single Jumps                   | Basic Motions,<br>Little to No Transitions, Level<br>Changes, Fair Entertainment<br>Value |
| <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<br>(See Skill Descriptions)   | Extended Single Leg Pyramid<br>And/Or<br>Single Skill, Non-Twisting Tosses<br>(Ex. Toe Touch or<br>Tuck Arch)  | Single Standing Back Handspring<br>Or<br>Round-off Back Handspring<br>Or<br>Round-off Back Handspring Series   | Advanced Jump Combinations                          | Minimal Transitions, Level<br>Changes, Footwork/Floorwork,<br>Strong Entertainment Value  |
|   | <b>7.0 – 8.0</b>   | <b>7.0 – 8.0</b>   | <b>7.0 – 8.0</b>                                    | <b>7.0 – 8.0</b>  |
|   | Extended Single Leg Pyramid with a<br>Specialty Mount/Transition<br>And/Or<br>Single Twisting Toss   | Series Standing Back Handspring<br>Or<br>Jump-Back Handspring<br>Combination<br>Or<br>Round-Off Back Handspring(s)<br>Tucks<br>Or<br>Round-Off Tucks | Multiple Sequences of Advanced<br>Jump Combinations | Multiple Transitions, Level<br>Changes, Footwork/Floorwork,<br>Strong Entertainment Value |
|   | <b>8.0 – 9.0</b>   |  |   |   |
|   | Extended Single Leg Pyramid with<br>Multiple Specialty Mounts/Transitions<br>And<br>At Least One 2½ High Transition<br>And<br>Multiple Extended Structures<br>And/Or<br>Single Twisting Tosses |  |   |   |

\*Basket Tosses, Elevator Tosses and/or Multi-Based Tosses are prohibited in Youth, Middle School and Junior High School Divisions.