

**08-09 AMERICAN CHEER POWER SCORING GRID
LEVEL 4**

The following grid outlines the point ranges for specific skills performed by a **MAJORITY** of the team. In each skills set, the majority of the team must master a specific skill (or combination of skills) as listed in the scoring range. Skills performed with Below Average Technique and Perfection will place the team at the lower end of the range. Skills performed with Average Technique and Perfection will place the team in the middle of the range and skills performed with Above Average Technique and Perfection will place the team at the higher end of the range.

STANDING TUMBLING	RUNNING TUMBLING	STUNTS	PYRAMIDS & TOSSES	MOTIONS & DANCE	JUMPS
9.0 – 10.0	9.0 – 10.0	9.0 – 10.0	9.0 – 10.0	9.0 – 10.0	9.0 – 10.0
<ul style="list-style-type: none"> • Standing Flips • Advanced Jump to BHS Flip or BHS Series to Flip 	<ul style="list-style-type: none"> • Specialty Series Combination to Flip • Round-Off BHS Series to Flip 	<ul style="list-style-type: none"> • Specialty Mounts or Transitions to Extended Liberty Variations (Specialty Dismount) 	<ul style="list-style-type: none"> • Specialty Mounts or Transitions to Extended Liberty Variations (Specialty Dismount) • Advanced Tosses 	<ul style="list-style-type: none"> • Elite • Multiple Transitions and Level Changes • Strong Footwork and Floor work • Strong Energy / Entertainment Value 	<ul style="list-style-type: none"> • Hyper Extended Level Jumps
8.0 – 9.0	8.0 – 9.0	8.0 – 9.0	8.0 – 9.0	8.0 – 9.0	8.0 – 9.0
<ul style="list-style-type: none"> • Standing Tucks • Advanced Jump to BHS Tuck or BHS Series to Tuck • Specialty Series Tuck Combination 	<ul style="list-style-type: none"> • Round-Off BHS to Flip • Series Combination (Front Handspring Step-Outs, Whip Through to BHS – BHS Series to Tuck 	<ul style="list-style-type: none"> • Extended Liberty Variations (Specialty Transitions or Dismount) 	<ul style="list-style-type: none"> • Extended Liberty Variations (Specialty Mounts, Transitions or Dismounts) • Advanced Tosses 	<ul style="list-style-type: none"> • Advanced • Multiple Transitions and Level Changes • Good Footwork and Floor work • Good Energy / Entertainment Value 	<ul style="list-style-type: none"> • Level to Hyper Extended Level Jumps
7.0 – 8.0	7.0 – 8.0	7.0 – 8.0	7.0 – 8.0	7.0 – 8.0	7.0 – 8.0
<ul style="list-style-type: none"> • BHS Tuck • BHS Series to Tuck 	<ul style="list-style-type: none"> • Round-Off BHS Tuck • Round-Off BHS Series Tuck 	<ul style="list-style-type: none"> • Specialty Mounts or Transitions to Extensions or Awesomes (Double Twisting Dismount) • Extended Liberty Variations 	<ul style="list-style-type: none"> • Extended Liberty Variations (Specialty Transitions or Dismounts) • Intermediate Tosses 	<ul style="list-style-type: none"> • Intermediate to Advanced • Moderate Transitions and Level Changes • Some Footwork and Floor work • Good Entertainment Value 	<ul style="list-style-type: none"> • Below Level to Level Jumps
6.0 – 7.0	6.0 – 7.0	6.0 – 7.0	6.0 – 7.0	6.0 – 7.0	6.0 – 7.0
<ul style="list-style-type: none"> • Aerials • BHS Series 	<ul style="list-style-type: none"> • Round-Off Tucks • Running Tuck Fronts 	<ul style="list-style-type: none"> • Extensions or Awesomes (Specialty Dismount) • Extended Liberty 	<ul style="list-style-type: none"> • Extensions or Awesomes (Specialty Transitions or Dismounts) • Extended Liberty Variations • Intermediate Tosses 	<ul style="list-style-type: none"> • Intermediate • Moderate Transitions and Level Changes • Good Entertainment Value 	<ul style="list-style-type: none"> • Lowest Level to Below Level Jumps
5.0 – 6.0	5.0 – 6.0	5.0 – 6.0	5.0 – 6.0	5.0 – 6.0	5.0 – 6.0
<ul style="list-style-type: none"> • Series Combination (Cartwheels or Walkovers to BHS) 	<ul style="list-style-type: none"> • Aerials • Running Tuck Front Roll 	<ul style="list-style-type: none"> • Extensions or Awesomes 	<ul style="list-style-type: none"> • Extensions or Awesomes • Intermediate Tosses 	<ul style="list-style-type: none"> • Basic to Intermediate • Minimal Transitions and Level Changes • Minimal Entertainment Value 	<ul style="list-style-type: none"> • Lowest Level Jumps
4.0 – 5.0	4.0 – 5.0	4.0 – 5.0	4.0 – 5.0	4.0 – 5.0	4.0 – 5.0
<ul style="list-style-type: none"> • BHS 	<ul style="list-style-type: none"> • Round-Off BHS • Round-Off BHS Series 	<ul style="list-style-type: none"> • Extended Show-N-Go (Single Leg) • Prep Liberty Variations 	<ul style="list-style-type: none"> • Prep Liberty Variations • Basic Tosses 	<ul style="list-style-type: none"> • Basic, Little or No Transitions and Level Changes • Lacks Entertainment Value 	<ul style="list-style-type: none"> • Basic Jumps