

**08-09 AMERICAN CHEER POWER SCORING GRID
LEVEL 5**

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"> Advanced Jump to Tuck or Flip (Multiple Occurrences) BHS – BHS Series to Double Full Standing Full 	<ul style="list-style-type: none"> Round-Off BHS – BHS Series to Double Full Front or Arabian Through to Double Fulls 	<ul style="list-style-type: none"> Specialty Mounts or Transitions to Extended Liberty Variations (Double Twisting Dismount) 	<ul style="list-style-type: none"> Specialty Mounts or Transitions to Extended Liberty Variations (Specialty Dismount) Elite 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"> Advanced Jump to Tuck or Flip BHS – BHS Series to Single Full 	<ul style="list-style-type: none"> Round-Off BHS – BHS Series to Full Front or Arabian Through to Single Full 	<ul style="list-style-type: none"> Specialty Mounts or Transitions to Extended Liberty Variations (Specialty Dismount) 	<ul style="list-style-type: none"> Extended Liberty Variations (Specialty Dismount) Elite 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"> Standing Flip BHS – BHS Series to Flip 	<ul style="list-style-type: none"> Series Combinations (Front Handspring Step-Outs or Arabians) Through to Flip 	<ul style="list-style-type: none"> Specialty Mounts or Transitions to Extensions or Awesomes (Specialty Dismount) Extended Liberty Variations (Specialty Dismount) 	<ul style="list-style-type: none"> Specialty Mounts or Transitions to Extensions or Awesomes (Specialty Dismount) Extended Liberty Variations Advanced 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"> BHS – BHS Series to Tuck Standing Tuck 	<ul style="list-style-type: none"> Round-Off BHS – BHS Series to Flip 	<ul style="list-style-type: none"> Extensions or Awesomes (Specialty Dismount) Extended Liberty Variations 	<ul style="list-style-type: none"> Extensions or Awesomes (Specialty Dismount) Extended Liberties (Specialty Dismount) Advanced 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"> Advanced Jump to BHS - BHS Series Aerials 	<ul style="list-style-type: none"> Round-Off BHS – BHS Series to Tuck 	<ul style="list-style-type: none"> Extensions or Awesomes Extended Liberties 	<ul style="list-style-type: none"> Extensions or Awesomes Extended Liberties 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 – BHS Series 	<ul style="list-style-type: none"> Aerials Round-Off Tucks Running Tuck Fronts BHS – BHS Series 	<ul style="list-style-type: none"> Prep Level or Below Stunts 	<ul style="list-style-type: none"> Prep Liberty Variations Basic to Intermediate 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