

## PPAACC Cheerleading Judging Ranges

The following grid outlines the point ranges for specific skill sets performed *by a MAJORITY of the team with a HIGH level of perfection*. Skills performed with LESS than a HIGH level of perfection or by LESS than a majority of the team will move the score into a lower range.

Stunts	Pyramids or Tosses	Tumbling	Jumps	Motions/Dance
5-6	5-6	5-6	5-6	5-6
-Extension Preps or -One Leg Variations below Prep Level	-Pyramids at Prep Level and below			Little To No: Transitions, Level Changes
6-7	6-7	6-7	6-7	
-Extensions or -One leg variations at Prep Level	-Extended Pyramids	-Basic Straight Rides	-Cartwheels or -Round-offs or -Forward/Backward Rolls	Below Average Level of Execution
7-8	7-8	7-8	7-8	7-9
-Advanced Skills	-Pyramids involving Extended One Leg Stunts	-Non-Twisting Tosses  Ex: Toe Touch Switch Kick Tuck Arch	-Round-off BHS or -Standing BHS	Minimal: Transitions, Level Changes  Includes Variety of Movement, and Footwork and Floorwork
8-9	8-9	8-9	8-9	8-9
-Advanced Skills -Required Dismount: Single Twist from One Leg Stunts	-Pyramids involving Extended One Leg Stunts with at least one Transitional Sequence	-Single Twisting Tosses	-Round-off BHS Back Tucks or -Round-off Tucks or -Standing BHS Series or -Jump/BHS Combinations	Average Level of Execution  Average Energy/Entertainment Value
*Some Stunts, Pyramids/Tosses are illegal for some divisions. Please follow safety rules for your division.				
9-10	9-10	9-10	9-10	9-10
-Advanced Skills -Required Dismount: Double Twist from One Leg Stunts or -Elite* Skills --Required Dismount: Single Twist from One Leg Stunts or -Extended Stunt Sequence performed by a single base, unassisted	-Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences at least one of which is a 2 and 1/2 high transition.  -Multiple Extended Structures	-Double skill Tosses including a Twist or -Double Twisting Tosses  Ex: Kick Fulls Double Fulls	-Layouts or -Standing Back Tucks or -Standing BHS Back Tucks	Multiple: Transitions, Level Changes  Includes Variety of Movement, and Footwork and Floorwork  Above Average Level of Execution High Energy/Entertainment Value
* For Definitions of "Advanced" or "Elite" see the Sliding Criteria				