

WSCCA Score Sheet Guidelines

Coed Building Skills

The following grid outlines the point range for specific skill sets performed by **MAJORITY** of the team. In each difficulty category, the criteria should designate entry into point range. The sliding criteria will determine where the score will fall within the range.

Stunts			Partner Stunts			Pyramids			Tosses	
Load-ins/Dismount 0-2	Difficulty 0-4	Technique 0-4	Load-ins/Dismounts 0-2	Difficulty 0-4	Technique 0-4	Load Ins/Dismount 0-2	Difficulty 0-4	Technique 0-4	Difficulty 0-2	Technique 0-2
Low level of difficulty. Little to no creativity & variety in load-ins &/or dismounts. Load-ins & dismounts executed with poor timing & technique.	Low level of difficulty. Little to no creativity & variety in stunt. Prep level stunts or lower.	Executed with poor technique, perfection, & synchronization	Low level of difficulty. Little to no creativity & variety in load-ins &/or dismounts. Load-ins & dismounts executed with poor timing & technique. Assisted mounts. Pop off dismounts	Low level difficulty. Little to no creativity & variety in stunt. Shoulder level stunts or lower.	Executed with poor technique, perfection, & synchronization	Low level of difficulty. Little to no creativity & variety in load-ins &/or dismounts. Load-ins & dismounts executed with poor timing & technique	Pyramids at prep level & below. Little to no creativity.	Poor technique, placement, flexibility, & synchronization	Basic straight tosses	Low height. Poor body control, synchronization, & execution
3-4	5-6	5-6	3-4	5-6	5-6	3-4	4-8	4-8	3-4	3-4
Standard level of difficulty, standard creativity & variety in load ins &/or dismounts. Executed with standard timing & technique.	Standard level of difficulty, standard creativity & variety in stunts. Fully extended stunts.	Executed with standard technique, perfection, & synchronization.	Standard level of difficulty, standard creativity & variety in load ins &/or dismounts. Executed with standard timing & technique. Step in chair, hands, cradles.	Standard level of difficulty, standard creativity & variety in stunts. Fully extended single base stunts with assistance	Executed with standard technique, perfection, & synchronization.	Standard level of difficulty, standard creativity & variety in load ins &/or dismounts. Executed with standard timing & technique.	Pyramids involve 2 legged extended stunts. standard creativity & variety.	Standard technique, placement, flexibility, & synchronization	Single skill stunt &/or one twist	Standard height. standard body control, synchronization, & execution
4-5	7-8	7-8	4-5	7-8	7-8	4-5	8-12	8-12	5	5
Advanced level of difficulty, creativity & variety in load in- &/or dismounts. Execution is standard to above standard timing & technique. Examples: twisting dismounts, 360 load-ins, inverted load-ins, 360 downs.	Advanced levels include extended one leg stunt variations with at least one transition.	Executed with standard to higher than standard technique, perfection, & synchronization	Standard to above standard level of difficulty. Creativity & variety in load ins &/or dismounts. Execution is standard to above standard timing & technique. Examples: Toss in hands, full extensions, etc.	Advanced levels skills include extended unassisted stunts.	Executed with standard to higher than standard technique, perfection, & synchronization	standard to above standard level of difficulty, creativity & variety in load ins &/or dismounts. Execution is standard to above standard timing & technique. Examples: twisting dismounts, 360 load-ins	Pyramids involve extended one leg stunts with at least one transition.	standard to higher technique, placement, flexibility, & synchronization	Double skill tosses including a kick twist or double twisting tosses. Multiple tosses in routine.	Strong height. Nearly perfect to perfect body control, synchronization, & execution
	9-10	9-10		9-10	9-10		12-15	12-15		
	Elite skills with one foot fully-extended stunts with 3 variations &/or transitions	Nearly perfect technique, perfection, & synchronization		Elite skills with one foot fully-extended unassisted stunts and/or transitions.	Nearly perfect technique, perfection, & synchronization		Pyramids involve extended one leg stunts with multiple transitional sequences & multiple extended structure. Samples: 3 stunt pyramid has 2 fully extended one leg stunts with transitions & levels. Larger teams have larger % of extended stunts.	Nearly perfect technique, placement, flexibility, & synchronization		