

## WSCCA Score Sheet Guidelines

### 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.

<b>Stunts</b>			<b>Pyramids</b>			<b>Tosses</b>	
<i>Load-ins/Dismount</i> <b>0-4</b>	<i>Difficulty</i> <b>0-4</b>	<i>Technique</i> <b>0-4</b>	<i>Load Ins/Dismount</i> <b>0-4</b>	<i>Difficulty</i> <b>0-4</b>	<i>Technique</i> <b>0-4</b>	<i>Difficulty</i> <b>0-2</b>	<i>Technique</i> <b>0-2</b>
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	Pyramids at prep level & below. Little to no creativity.	Poor technique, placement, flexibility, & synchronization	Basic straight tosses	Low height. Poor body control, synchronization, & execution
<b>5-6</b>	<b>4-8</b>	<b>4-8</b>	<b>5-6</b>	<b>4-8</b>	<b>4-8</b>	<b>3-4</b>	<b>3-4</b>
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.	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
<b>7-8</b>	<b>8-12</b>	<b>8-12</b>	<b>7-8</b>	<b>8-12</b>	<b>8-12</b>	<b>5</b>	<b>5</b>
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: 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
<b>9-10</b>	<b>12-15</b>	<b>12-15</b>	<b>9-10</b>	<b>12-15</b>	<b>12-15</b>		
Elite level of difficulty. Strong creativity & variety in load-ins & dismounts. Executed with above standard timing & technique. Examples include inverted load-ins, 360 to the top, double twisting dismount.	Elite skills with one foot fully-extended stunts with 3 variations &/or transitions, & unassisted single base.	Nearly perfect technique, perfection, & synchronization	Elite level of difficulty. Above standard creativity & variety in load-ins &/or dismounts. Executed with above standard timing & technique. Examples include inverted load-ins, 360 to the top, double twisting dismounts.	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		