



**KHSAA COED  
STUNTING/PYRAMIDS/TOSSES  
DIFFICULTY SCORE SHEET  
JUDGE 1**

KHSAA Form CC115  
Rev. 9/16

<b>SCHOOL NAME:</b>		<b>Region</b>
<b>JUDGE'S SIGNATURE/#:</b>		<b>Date</b>

CHEERLEADING SKILLS	DIFFICULTY	TEAM SCORE
Coed Stunting	15	
Coed Pyramids/Tosses	10	
<b>TOTAL</b>	<b>25</b>	

**DIFFICULTY GRID - STUNTING**

FAIR 0-3.5	AVERAGE 3.6-7.4	GOOD 7.5-10.9	EXCELLENT 11.0-15.0
FLICK	WALK-IN ENTRY 2-LEG STUNTS AT PREP OR EXTENDED LEVEL	STRAIGHT UP ENTRY	UNASSISTED TOSS ENTRY
SIDE T	DOUBLE BASED SINGLE LEG NON-TWISTING STUNTS	DOUBLE-BASED 1-LEG TWISTING STUNTS	TOSS TO 1-LEG STUNTS
TOSS TOE TOUCH	ASSISTED COED 1-LEG STUNTS	UNASSISTED COED TOSS EXTENSION	UNASSISTED CUIPE
TOSS CHAIR	POP DOWN/STEP-OFF DISMOUNTS	UNASSISTED COED TOSS/LIB/TORCH/HEEL STRETCH	SWITCH STEP/FOOT OR TICK TOCK
ASSISTED STUNT		COED STRAIGHT CREDLE DISMOUNT	1-ARM SINGLE LEG STUNTS
POP DOWN/STEP OFF			FULL UP UNASSISTED STUNTS
F/B SUSPENDED ROLLS PREP AND BELOW			TWISTING COED CRADLE DISMOUNT

**DIFFICULTY GRID – PYRAMIDS/TOSSES**

FAIR 0-2.9	AVERAGE 3.0-5.9	GOOD 6.0-8.0	EXCELLENT 8.1-10.0
PYRAMIDS W/2+ FAIR STUNT GROUPS	PYRAMID INVOLVING ENTIRE TEAM W/2+ AVERAGE STUNT GROUPS	MULTIPLE STUNT GROUPS W/TRANSITIONS/ INVERSIONS	MULTIPLE EXCELLENT STUNTS W/SINGLE LEG COMBOS AND DOWNWARD INVERSIONS
LOAD/STRAIGHT TOSS	BRACED F/B FLIP AT PREP LEVEL	MOVING PYRAMIDS	SINGLE BASED PYRAMIDS INVOLVING RELEASE SKILLS
	TOE TOUCH BASKET TOSS	COMBINATION STUNTS W/TRANSITIONS	MULTIPLE BRACED F/B FLIP AT EXTENDED LEVEL
		BRACED F/B FLIP AT EXTENDED LEVEL	BASKET TOSS COMBINING A SKILL W/TWIST
		BOTTLE ROCKET/KICK/PIKE BASKET	

*(Failure to perform a category appropriate cheerleading skill will result in a zero on the corresponding line)  
(A male must be in weight-bearing position as a base for a stunt to be considered coed)*



**KHSAA COED  
STUNTING/PYRAMIDS/TOSSES  
EXECUTION SCORE SHEET  
JUDGE 2**

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Rev. 9/16

<b>SCHOOL NAME:</b>	<b>Region</b>
<b>JUDGE'S SIGNATURE/#:</b>	<b>Date</b>

<b>CHEERLEADING SKILLS</b>	<b>EXECUTION</b>	<b>TEAM SCORE</b>
Coed Stunting	15	
Coed Pyramids/Tosses	10	
<b>TOTAL</b>	25	

<b>CATEGORY</b>	<b>FAIR</b>	<b>AVERAGE</b>	<b>GOOD</b>	<b>EXCELLENT</b>
10 PTS	0-2.9	3.0-5.9	6.0-8.0	8.1-10.0
15 PTS	0-3.5	3.6-7.4	7.5-10.9	11.0-15.0

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**KHSAA COED  
TUMBLING/JUMPS  
DIFFICULTY SCORE SHEET  
JUDGE 3**

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<b>SCHOOL NAME:</b>		<b>Region</b>
<b>JUDGE'S SIGNATURE/#:</b>		<b>Date</b>

CHEERLEADING SKILLS	DIFFICULTY	TEAM SCORE
Tumbling		
Running	5	
Standing	5	
Jumps	5	
<b>TOTAL</b>	<b>15</b>	

CATEGORY	FAIR	AVERAGE	GOOD	EXCELLENT
5 PTS	0-1.9	2.0-2.9	3.0-3.9	4.0-5.0

**DIFFICULTY GRID – TUMBLING RUNNING**

FAIR 0-1.9	AVERAGE 2.0-2.9	GOOD 3.0-3.9	EXCELLENT 4.0-5.0
ROUND OFF	AERIAL CARTWHEEL	R/O TUCK	PUNCH FRONT
	R/O BACK HANDSPRING	R/O BHS BACK TUCK	WHIP CONNECTED PASSES
		LAYOUTS	ARABIAN
		X-OUTS	R/O BHS HALF TWIST
			R/O BHS FULL TWIST

**DIFFICULTY GRID – TUMBLING STANDING**

FAIR 0-1.9	AVERAGE 2.0-2.9	GOOD 3.0-3.9	EXCELLENT 4.0-5.0
FORWARD ROLL	FRONT HANDSPRING	BHS BACK TUCK	STANDING BACK TUCK
CARTWHEEL	BACK HANDSPRING	CARTWHEEL BACK TUCK	JUMP TUCK
FRONT/BACK WALKOVER	FORWARD ROLL BHS		WHIP CONNECTED PASSES
	CARTWHEEL BHS		STANDING BHS FULL TWIST
			STANDING FULL TWIST

**DIFFICULTY GRID – JUMPS**

FAIR 0-1.9	AVERAGE 2.0-2.9	GOOD 3.0-3.9	EXCELLENT 4.0-5.0
TUCK	SINGLE JUMP SKILLS UNCONNECTED	DOUBLE JUMP CONNECTED FROM GOOD OR EXC. CAT.	TRIPLE JUMP CONNECTED FROM GOOD OR EXC. CAT.
BANANA	HERKIE	HERKIE	RUSSIAN
CHEERLEADER	FRONT HURDLER	HURDLER	PIKE
STAG	SIDE HURDLER	TOE TOUCH	DOUBLE NINE
SPREAD EAGLE	TOE-TOUCH		AROUND THE WORLD

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**KHSAA COED  
TUMBLING/JUMPS  
EXECUTION SCORE SHEET  
JUDGE 4**

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<b>SCHOOL NAME:</b>		<b>Region</b>
<b>JUDGE'S SIGNATURE/#:</b>		<b>Date</b>

CHEERLEADING SKILLS	EXECUTION	TEAM SCORE
Tumbling		
Running	5	
Standing	5	
Jumps	5	
<b>TOTAL</b>	15	

CATEGORY	FAIR	AVERAGE	GOOD	EXCELLENT
5 PTS	0-1.9	2.0-2.9	3.0-3.9	4.0-5.0

*(Failure to perform a category appropriate cheerleading skill will result in a zero on the corresponding line)  
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**KHSAA COED  
CHEER DESIGN & PRESENTATION  
SCORE SHEET  
JUDGE 5**

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<b>SCHOOL NAME:</b>	<b>Region</b>
<b>JUDGE'S SIGNATURE/#:</b>	<b>Date</b>

<b>CHEER DESIGN &amp; PRESENTATION</b>	<b>VALUE</b>	<b>TEAM SCORE</b>
CHOREOGRAPHY – creativity, formations, transitions, spacing, use of motions to lead crowd and incorporations of poms/signs/banners/megaphones	10	
PERFORMANCE – Energy level, voice, crowd appeal, school appropriate material (music & cheer), effort to lead crowd	10	
<b>TOTAL</b>	20	

<b>CATEGORY</b>	<b>FAIR</b>	<b>AVERAGE</b>	<b>GOOD</b>	<b>EXCELLENT</b>
Choreography	0-2.9	3.0-5.9	6.0-8.0	8.1-10.0
Performance	0-2.9	3.0-5.9	6.0-8.0	8.1-10.0

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