



HALFTIME

STUNTS		20
PYRAMIDS		20
TECHNIQUE		10
TOTAL		50

JUDGE \_\_\_\_\_



HALFTIME

Jumps		10
Standing Tumbling		5
Running Tumbling		5
Dance / Motions		5
Technique		5
TOTAL		30

JUDGE

STUNTING	PYRAMIDS	# of Participants	50%
<b>4 - 7 point range</b>	<b>1-4 point range</b>	5	1
PREP LEVEL ONE LEG STUNTS	<b>PYRAMIDS W / 2+ FAIR STUNT GROUPS</b>	6	1
PREP LEVEL TWO LEG STUNTS		7	1
DOUBLE BASE TWO LEG STUNTS w/STRAIGHT CRADLE		8	1
TOSSES		9	1
EXTENSIONS		10	1
INVERSIONS BELOW PREP LEVEL TO BELOW PREP LEVEL		11	1
		12	2
		13	2
<b>7 - 10 point range</b>	<b>5 - 10 point range</b>	14	2
1/2 UPS TO PREP LEVEL	<b>MULTIPLE STUNT GROUPS W/ TRANSITIONS, INVERSIONS</b>	15	2
FULL TWISTING TRANSITIONS BELOW PREP LEVEL	MOVING PYRAMIDS	16	2
QUICK TOSS TO PREP LEVEL POSITION	COMBINATION STUNTS W/ TRANSITIONS	17	2
1/2 UPS TO EXTENDED TWO FOOT SKILL		18	2
		19	2
		20	3
<b>10 - 15 point range</b>	<b>10 - 14 point range</b>	21	3
INVERSIONS BELOW PREP LEVEL TO PREP LEVEL	<b>MULTIPLE EXCELLENT STUNTS W/ SINGLE LEG COMBOS</b>	22	3
EXTENDED 1 LEG SKILLS	PYRAMIDS INVOLVING RELEASE SKILLS,	23	3
QUICK TOSS TO EXTENDED POSITION		24	3
		25	3
		26	3
		27	3
		28	4
<b>15 - 20 point range</b>	<b>15 - 20 point range</b>	29	4
FULL TWISTING TRANSITIONS AT PREP LEVEL	<b>MULTIPLE EXCELLENT STUNTS W/ SINGLE LEG COMBOS</b>	30	4
SWITCH UP TO EXTENDED SKILL	SINGLE BASED PYRAMIDS INVOLVING RELEASE SKILLS,	31	4
UNASSISTED STUNTS TO EXTENDED LEVEL		32	4
QUICK TOSS TO EXTENDED POSITION		33	4
		34	4

\*Failure to perform a category appropriate cheeleading skill will result in a zero.

\*Stunt Skills must be performed by AT LEAST 50% of team

## SYF HALFTIME JUMP TUMBLE GRID

SYF 8.1 Rev. 2/23

JUMPS	STANDING TUMBLING	RUNNING TUMBLING	DANCE	# of Participants	25%	50%
<b>1 - 4 point range</b>	<b>1 point range</b>	<b>1 point range</b>	<b>1 - 2 point range</b>	5	1	2
BANANA	ROUND OFF	FORWARD ROLL	LEVEL CHANGE NOT INVOLVING ENTIRE TEAM	6	1	3
TUCK	FORWARD ROLL	BACKWARD ROLL	0 FORMATION CHANGES	7	1	3
STAG	BACKWARD ROLL	CARTWHEEL		8	2	4
SPREAD EAGLE	CARTWHEEL			9	2	4
	FRONT/BACK WALKOVER			10	2	5
				11	2	5
				12	3	6
				13	3	6
				14	3	7
<b>5 - 6 point range</b>	<b>2 point range</b>	<b>2 point range</b>	<b>3 point range</b>	15	3	7
SINGLE JUMP UNCONNECTED	AERIAL CARTWHEEL	ROUND OFF	1 LEVEL CHANGE INVOLVING ENTIRE TEAM	16	4	8
TOE TOUCH	FRONT HANDSPRING		1 FORMATION CHANGE	17	4	8
HERKIE				18	4	9
HURDLER				19	4	9
PIKE				20	5	10
				21	5	10
<b>7 - 8 point range</b>	<b>3 point range</b>	<b>3 point range</b>	<b>4 point range</b>	22	5	11
DOUBLE JUMP CONNECTED SKILLS (variety and average or good jumps below)	BACK HANDSPRING	FRONT/BACK WALKOVER	2 LEVEL CHANGES INVOLVING ENTIRE TEAM	23	5	11
TOE TOUCH			2 FORMATION CHANGES	24	6	12
HERKIE				25	6	12
HURDLER				26	6	13
PIKE				27	6	13
				28	7	14
<b>9 - 10 point range</b>	<b>4 - 5 point range</b>	<b>4 - 5 point range</b>	<b>5 point range</b>	29	7	14
TRIPLE JUMP CONNECTED (variety and average or good jumps below)	FORWARD ROLL BHS	R/O BACK HANDSPRING	3 LEVEL CHANGES INVOLVING ENTIRE TEAM	30	7	15
TOE TOUCH	CARTWHEEL BHS		3 FORMATION CHANGES	31	7	15
HERKIE				32	8	16
HURDLER				33	8	16
				34	8	17

\*Failure to perform a category appropriate cheeleading skill will result in a zero.

\*Tumbling must be performed by AT LEAST 25% of team  
\*Jump and Dance Skills must be performed by AT LEAST 50% of team

STUNTING	INVERSION (Flyer Going upside down)	PYRAMIDS	BASKET TOSSES SHOTGUN TOSSES	TUMBLING
2 foot Extended stunts allowed 1 foot Extended stunts not allowed Exception: Liberty  Spotter required above prep level (Extensions, Qp and Liberty stunts)  Spotter not required at/below prep level (Preps and Lower)  Twisting allowed with restrictions Twist up to stunt: 1/2 spin allowed Twist dismounts from prep: full twist allowed Twist dismounts from extended: not allowed  No release stunts allowed Base(s) or Back must connect at all times Exception: Cradle Exception: Log Roll  Split Stunt Flyer needs to connect with 2 people (Base/Back Spot)  Flat back stunts Spotter needed if extended No spotter needed at shoulders	Legal for Level 2  <b>MUST BE DONE BELOW PREP LEVEL</b> Must have head/neck/shoulder support Must have 2 bases and 1 back spot Exception: Suspended forward roll from prep  Legal Skills Back walkover out of cradle  Front roll out of cradle  Roundoff into a load  Front walkover into a load  Back walkover into a load  Back handspring into a load  Front handspring into a load  Suspended forward roll Must have hand support by two people  Baja into a crade  Baja from load to the ground	Brace connection needed (Connection is arm or leg)  Brace needs to be at shoulder height or below Example: Prep Example: Shoulder stand Example: Shoulder sit Example: Standing on ground  Release from bases allowed (Must be connected to brace(s) arm/arm Twisting stunts allowed Twisting release stunts NOT ALLOWED  Inversions NOT ALLOWED NO front / back flips allowed  Extended 2 foot stunts allowed Extended 1 foot stunts allowed  Extended 1 foot stunts must connect with arm/arm contact <b>EXCEPTION - LIBERTY/LIBERTY HITCH</b>	<b>BASKET TOSSES NOT ALLOWED AT LEVEL 2</b>  <b>SHOTGUN TOSSES</b> Allowed at Level 2 Bases must toss flyer by holding feet  Flyer may perform a single trick  Legal Skills Straight Ride  Pretty Girl Toss  Back arch  Ball out  Toe Touch  Pike  Kick  Full Twist	Skills need to have arm support on ground  Legal Skills Forward Roll  Backward Roll  Cartwheel  1 hand cartwheel  Front walkover  Back Walkover  Roundoff  Aerial  Front Handspring(s)  Back Handspring(s)