

2012-2013 ALL STAR/REC PYRAMID GRID

PYRAMID STRUCTURES

Pyramid Structures that Never Touch/Brace	1
One Structure	2
Two Structures	3
Three Structures	4
Four Structures	5

TECHNIQUE

7.0-8.0	Top person(s) demonstrating fair body control, fair flexibility, shaky structures, multiple pyramid bobbles and/or some pyramid structures that do not dismount correctly (including falls).
8.0-9.0	Top person(s) demonstrating good body control, good flexibility, some loss of pyramid control, few pyramid bobbles and/or few pyramid structures that do not dismount correctly (including falls).
9.0-10.0	Top person(s) demonstrating excellent body control, excellent flexibility, minor to no pyramid control issues, pyramids executed to near perfection throughout dismount.
* A 6.0-7.0 technique score can be given for multiple mistakes, and/or a majority of the pyramid falling to a cradle position or the ground.	

PYRAMID LOAD-INS/DISMOUNTS/TRANSITION DIFFICULTY

	DIFFICULTY
4.0-5.0	
5.0-6.0	<ul style="list-style-type: none"> • 1/4 twisting mount, transition or dismount • Straight cradle from two-legged prep level pyramid • Inversion before a pyramid sequence • Other level appropriate creative or unique load in, dismount or transition
6.0-7.0	<ul style="list-style-type: none"> • 1/2 twisting mount or transition • Straight cradle from single-legged prep level pyramid • Straight cradle from an extended two-legged pyramid • Inversion into a pyramid • Log/barrel roll • Other level appropriate creative or unique load in, dismount or transition
7.0-8.0	<ul style="list-style-type: none"> • Single twisting mount or transition to prep level • Release move landing at prep level • 1/2 up to entended single-legged stunt • Single twisting cradle from two-legged stunt • Straight cradle from extended single-legged stunt • Below prep level downward inversion • Other level appropriate creative or unique load in, dismount or transition • Any level appropriate release move
8.0-9.0	<ul style="list-style-type: none"> • Single twisting mount or transition landing at extended level • Release move originating from ground level landing at extended level • Extended inverted stunt • Prep level downward inversion • Double twisting cradle from two-legged stunt • Single twist from a one-legged stunt • Other level appropriate creative or unique load in, dismount or transition • Any level appropriate release move
9.0-10.0	<ul style="list-style-type: none"> • 1+ twisting mount or transition landing at extended level • Release move at above extended arm level • Prep level and above downward inversion • Helicopter release move • Double twisting cradle from extended single-legged stunt • Other level appropriate creative or unique load in, dismount or transition • Any level appropriate release move

- For **DIFFICULTY**, **ALL** the skills are to be performed by the **MAJORITY** (half plus 1) of the team. If the skills are **NOT** performed by the majority of the team, then the score will be placed in that respective bracket.
- The lowest possible score given for technique will be a **SIX**. (If no skills are executed within a category, you will receive a **ZERO** for that particular technique score)



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