



CCL SCORING SYSTEM

AND GUIDELINES

CCL SCORING SYSTEM—LEVEL 1

STUNT AND DISMOUNT GUIDELINES

- Stunts are limited to 2 persons high.
- Single leg stunts are prohibited above prep level and must have a hand-to-hand brace connection with a bracer prior to reaching prep level (Prep level = shoulder level). In braced single leg stunts the side base must grip the back of the ankle and the foot.
- During Transitional stunts changing bases is prohibited.
- Twisting entries are permitted up to 1/4 twist.
- Extended two leg stunts are prohibited
- No Tosses Allowed

CCL SCORING SYSTEM – LEVEL 1

STUNT AND DISMOUNT GUIDELINES

(CONT'D)

- Inversions from ground level to ground level are permitted. All inversions must originate from the floor and flyer must be in an upright, chest up position prior to extending stunt from floor to skill.
- NO TWISTING DISMOUNTS
- Release moves other than those permitted in LEVEL APPROPRIATE STUNTS are prohibited.

CCL SCORING SYSTEM—LEVEL 1

PYRAMID GUIDELINES

- Limited to two persons high.
- Flyers must stay in constant contact with bases.
- Must follow stunt and dismount rules.
- All single leg stunts must be braced by a hand-to-hand connection prior to reaching prep level. The hand-to-hand connection can be on one or both sides. Extended braced single leg stunts are prohibited in the pyramid.
- Extended two-legged stunts are permitted with a hand-to-hand brace connection prior to being extended and must be braced by a prep level stunt or below (2 leg) on one or both sides.

CCL SCORING SYSTEM—LEVEL 1

LEVEL APPROPRIATE STUNTS

- BACK STAND
- PREP LEVEL SHOW & GO
- STRADDLE SIT
- FLAT BACK
- EXTENDED STRADDLE SIT
- EXTENDED FLAT BACK
- PREP LEVEL SINGLE LEG STUNT WITH BRACER
- SINGLE LEG STUNT BELOW PREP LEVEL
- SHOULDER SIT
- INVERSION **TO** GROUND LEVEL
- SWITCH UP TO LIB BELOW PREP LEVEL
- TIC TOC BELOW PREP LEVEL
- SWITCH UP TO BODY POSITION BELOW PREP LEVEL
- PREP LEVEL TIC TOC WITH BRACER
- 0-1/4 TWISTING TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION)

**** CHAIRS AND SHOULDER STANDS ARE PROHIBITED****

CCL SCORING SYSTEM—LEVEL 1

LEVEL APPROPRIATE STUNTS (CONT'D)

- 1/4 TWISTING TRANSITION TO PREP LEVEL LIB WITH BRACER FROM BELOW PREP LEVEL
- 1/4 TWISTING TRANSITION TO PREP FROM BELOW PREP LEVEL
- 1/4 TWISTING TRANSITION TO PREP LEVEL BODY POSITION WITH BRACER FROM BELOW PREP LEVEL
- TRANSITION FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION STUNT WITH BRACER
- 1/4 TWISTING TIC TOC AT PREP LEVEL WITH BRACER (LIB TO LIB)
- 1/4 TWISTING SWITCH UP FROM BELOW PREP LEVEL TO PREP LEVEL 1 LEG STUNT WITH BRACER
- DISMOUNTS:
 - STRAIGHT CRADLE FROM PREP LEVEL STUNT
 - STEP DOWN
 - SPONGE AND RELEASE

CCL SCORING SYSTEM – LEVEL 1

LEVEL APPROPRIATE STANDING TUMBLING

- Forward Roll
- Straddle Roll
- Pushup to Backbend
- Backward Roll (BWR)
- Handstand
- Backbend Kick Over
- Standing Backbend
- Front Limber/Back Limber
- Cartwheel (CW)
- Handstand Forward Roll
- Back Extension Roll
- Front Walkover (FWO)
- Back Walkover (BWO)
- BWO - BWR – BWO
- Back Walkover Series
- Back Walkover Switch Leg
- Back Extension Roll - BWO/BWO Series
- Valdez

CCL SCORING SYSTEM—LEVEL 1 LEVEL

APPROPRIATE RUNNING TUMBLING

- Cartwheel (CW)
- Cartwheel - Backward Roll
- Round Off (RO)
- Front Walkover (FWO)/ FWO Series
- Cartwheel - BWO
- Cartwheel - BWO Series
- FWO - Cartwheel/Round Off
- FWO - CW - BWO/BWO Series
- FWO - CW - BWO Switch Leg

CCL SCORING SYSTEM—LEVEL 2

STUNT AND DISMOUNT GUIDELINES

- Stunts are limited to 2 persons high.
- Single leg stunts are prohibited above prep level.
(Prep level = shoulder level).
- During Transitional stunts changing bases is prohibited.
- Twisting entries are permitted up to 1/2 twist.
- Extended two leg stunts are permitted.
- Only straight ride tosses are permitted.

CCL SCORING SYSTEM – LEVEL 2

STUNT AND DISMOUNT GUIDELINES (CONT'D)

- Inversions from ground level to BELOW prep level are permitted.
- Pop downs, cradles and $\frac{1}{4}$ twist downs are permitted stunt dismount
- Release moves other than those permitted in LEVEL APPROPRIATE STUNTS prohibited

CCL SCORING SYSTEM—LEVEL 2

PYRAMID GUIDELINES

- Limited to two persons high.
- Flyers must stay in constant contact with bases.
- Must follow stunt and dismount rules.
- Extended SINGLE leg stunts are permitted with an arm, hand or foot braced connection prior to being extended and must be braced by a prep level stunt or below (2 leg) on both sides.

CCL SCORING SYSTEM—LEVEL 2

LEVEL APPROPRIATE STUNTS

- PREP LEVEL SINGLE LEG STUNT
- 2-LEG EXTENSION
- BARREL ROLL
- 1/2 TWISTING TRANSITION TO BELOW PREP LEVEL
- 1/2 TWISTING TRANSITION TO PREP LEVEL
- 1/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT
- 1/4 TWISTING TRANSITION TO EXTENDED 2-LEG STUNT
- TIC TOC PREP LEVEL (LIB TO LIB)
- INVERSION FROM GROUND LEVEL TO BELOW PREP LEVEL
- RELEASE STYLE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB
- 1/2 TWISTING TRANSITION TO EXTENDED 2-LEG STUNT

CCL SCORING SYSTEM—LEVEL 2

LEVEL APPROPRIATE STUNTS (CONT'D)

- DISMOUNTS

****STARIGHT RIDE TOSSES ONLY****

- STRAIGHT CRADLE FROM 2-LEG EXTENSION
- STRAIGHT CRADLE FROM PREP LEVEL SINGLE LEG STUNT
- PRONE FROM PREP LEVEL STUNT
- ¼ TWIST DOWN

CCL SCORING SYSTEM – LEVEL 2

LEVEL APPROPRIATE STANDING TUMBLING

- Back Handspring (BHS)
- Back Handspring Step Out
- Back Extension Roll - BHS
- Back Walkover - BHS
- Back Walkover - BHS Step Out
- BWO - BHS Step Out - BWO
- BWO Switch Leg - BHS
- BHS Step Out - BWO - BHS
- Valdez - BHS
- Valdez - BHS Step Out

CCL SCORING SYSTEM – LEVEL 2 LEVEL

APPROPRIATE RUNNING TUMBLING

- Cartwheel - BHS/BHS Step Out
- Round Off (RO) - BHS
- Round Off (RO) - BHS Step Out
- CW - BHS Series
- RO - BHS Series
- FWO - RO - BHS SERIES
- CW - BHS Step Out - BWO - BHS Series
- RO - BHS Step Out - BWO - BHS Series

CCL SCORING SYSTEM – LEVEL 2.1

LEVEL APPROPRIATE STUNTS

- PLEASE REFER TO THE LEVEL 2 STUNT SCORING SYSTEM AND THE LEVEL 1 TUMBLE SCORING SYSTEM FOR LEVEL APPROPRIATE SKILLS FOR THE LEVEL 2.1 DIVISION

CCL SCORING SYSTEM

MAJORITY AND MAX SCORING

- MAJORITY PARTICIPATION = HALF PLUS ONE
 - THE MAJORITY RULE OF HALF PLUS ONE MUST BE USED IN THE FOLLOWING SECTIONS OF A ROUTINE:
 - JUMPS
 - STANDING TUMBLING
 - RUNNING TUMBLING
- Teams must perform 2 jump skills which do not have to be connected.
- Max participation in stunting is required to reach maximum stunt scoring. Please see maximum stunt table for details.
- A minimum of 3 level appropriate stunt skills must be performed by the maximum number of stunt groups as in the stunt table. Execution and creativity will determine the final stunt score.
- A minimum of 3 level appropriate skills and 2 structures must be performed to reach maximum **pyramid** scoring. Execution and creativity will determine the final **pyramid** score.

MAXIMUM STUNT CHART

Number of Athletes on Team	Maximum Number of Stunt Groups Performing Same Skills
10 and under	1
11-15	2
16-19	3
20-23	4
24-27	5
28-31	6
32-28	7