

PYRAMIDS SCORING RANGES

Basic pyramid – includes limited complex transitions, structures, entrance and/or dismount variety.

Maxed-out pyramid – includes multiple complex transitions, several structures, and a variety of entries and/or dismounts.

Basic and Maxed-out pyramids must occur at different times. All athletes must dismount to the floor with at least several 8-counts between the two pyramids.

*Note: required stunt dismount NOT implemented here, only in stunt section.

NOVICE, INTERMEDIATE, ADVANCED DIFFICULTY RANGE
2.0
Basic pyramid
3.0 – 4.0
Maxed-out pyramid
4.0 – 5.0
Basic AND maxed-out pyramid

TECHNIQUE/EXECUTION RANGES
3.5 – 4.0
Less than 50% of skills were executed with excellent precision and form
4.0 – 4.5
50% of skills were executed with excellent precision and form
4.5– 5.0
75% or more of skills were executed with excellent precision and form

PYRAMID COMPOSITION DRIVERS
Creativity
Percentage of Team Participation
Connection of Skills/Variety
Pace and Speed of Skills