

CHESTERFIELD CHEERLEADER LEAGUE

CCL SCORESHEETS

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CCL

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How to read your CCL scoresheets



PAGE HEADER

The top of each scoresheet has the title of the skill(s) evaluated on that sheet, the Association Name and the name of the Judge evaluating the skill(s). It also includes the **Division, Team, Level** and the **Size** of the team.

Association: _____		CCL SPECTACULAR SCORE SHEET		Judge: _____	
		STUNTS/PYRAMIDS			
DIVISION	TEAM	LEVEL		FOR CCL USE	
<input type="checkbox"/> Performance <input type="checkbox"/> Traditional	<input type="checkbox"/> Flag <input type="checkbox"/> Junior <input type="checkbox"/> Minor <input type="checkbox"/> Senior	<input type="checkbox"/> Level 1 <input type="checkbox"/> Level 2 <input type="checkbox"/> Level 2.1 <input type="checkbox"/> Level 3			
			<input type="checkbox"/> XSmall <input type="checkbox"/> Large <input type="checkbox"/> Small <input type="checkbox"/> XLarge		

SCORING AREAS

There are three (3) sections on each score sheet: **DIFFICULTY**, **EXECUTION**, and **OVERALL IMPRESSION**

DIFFICULTY:

EXECUTION:

OVERALL IMPRESSION:

SKILL CATEGORIES

Two skills are evaluated on each scoresheet except for CHEER.

Each skill is labeled atop the column where that skill's score will be entered (CATEGORY section).

Association: _____		CCL SPECTACULAR SCORE SHEET STUNTS/PYRAMIDS				Judge: _____		
DIVISION		TEAM		LEVEL		FOR CCL USE		
<input type="checkbox"/> Performance <input type="checkbox"/> Traditional		<input type="checkbox"/> Flag <input type="checkbox"/> Junior <input type="checkbox"/> Minor <input type="checkbox"/> Senior		<input type="checkbox"/> Level 1 <input type="checkbox"/> Level 2 <input type="checkbox"/> Level 2.1 <input type="checkbox"/> Level 3		<input type="checkbox"/> XSmall <input type="checkbox"/> Large <input type="checkbox"/> Small <input type="checkbox"/> XLarge		
STUNTS/PYRAMIDS EVALUATION					POINT VALUE	CATEGORY		NOTES
						STUNTS SCORE	PYRAMIDS SCORE	

SCORES

A team will receive the points that aligned with the level of difficulty performed during the routine.

For example, the DIFFICULTY section below is from the STUNTS/PYRAMIDS scoresheet. If a team has three (3) different skills performed by the max number of stunt groups for individual stunts, then it will receive 20 points in that column:

STUNTS/PYRAMIDS EVALUATION	POINT VALUE	CATEGORY	
		STUNTS SCORE	PYRAMIDS SCORE
DIFFICULTY:			
<i>Level appropriate skills performed</i>			
SKILLS PERFORMED ARE NOT LEVEL APPROPRIATE	3	20	10
1 SKILL PERFORMED BY THE MAX OR 2 DIFFERENT SKILLS PERFORMED BY LESS THAN MAX	7		
2 DIFFERENT SKILLS PERFORMED BY THE MAX OR 3 PERFORMED BY LESS THAN MAX	10		
3 DIFFERENT SKILLS PERFORMED BY THE MAX	20		

SCORES (cont'd)

Each category column totals at the bottom of the score sheet. The **MAX** score at the bottom of the **POINT VALUE** column, is the maximum number of points possible for each category.

For example, on the STUNTS/PYRAMIDS scoresheet just below, the maximum points possible for the STUNTS SCORE column is 60; and the maximum points possible for the PYRAMIDS SCORE column is 60.

STUNTS/PYRAMIDS EVALUATION	POINT VALUE	CATEGORY		NOTES
		STUNTS SCORE	PYRAMIDS SCORE	
MAX POINTS FOR EACH CATEGORY:	60	51	36	

SCORESHEET DEFINITIONS

The scoresheet definitions document outlines the evaluation elements for each of the **scoring areas** on the scoresheet.

For example, you can see in the below screenshot the descriptions of the elements that are evaluated to determine the execution score for JUMPS:

JUMPS		
Difficulty Elements:		
Jumps	<ul style="list-style-type: none">• Tuck Jump• Spread Eagle• Toe Touch• Double Nine	<ul style="list-style-type: none">• Pike• Right/Left Hurdlers (front or side)
Execution:		
Approach	<ul style="list-style-type: none">• Consistent entry-Swing/prep	<ul style="list-style-type: none">• Arm position within jump(s)• Chest placement
Synchronization	<ul style="list-style-type: none">• Timing	<ul style="list-style-type: none">• Performed in unison by max number of athletes

NOTE: Refer to the [2023 CCL SCORING SYSTEM AND RULES](#) document for level appropriate skills and majority/max rules.

SCORESHEET DEFINITIONS (cont'd)

The document also outlines the parameters for the following areas:

- TIE BREAKER
- GRAND CHAMPION
- MINIMUM SCORE
- MAXIMUM SCORE

TIE BREAKER

DIVISION tie break will be determined by dropping the HIGH and LOW Overall Impression scores.

GRAND CHAMPION

Grand Champion will be determined by the highest score percentage. A tie will be broken by carrying out the decimal places as many times as necessary.

MINIMUM SCORE

For teams that are in a division by themselves, they must reach 80% of the maximum score in order to win the first place trophy. If they do not reach the **MINIMUM SCORE**, then they will receive a second place trophy:

Additional Minimum Score = 296

Performance Minimum Score = 256

MAXIMUM SCORE

The maximum score defines the most points a team can score for their style of performance.

Additional Maximum Score = 370

Performance Maximum Score = 320