

#### <u>Quick Links</u>

<u>Quick Links</u>

ACSA Cheer Documents

Building: All Tiny, Mini, Youth & Junior, Senior + Open 4.2

Building: Open Coed Level 3 & 4

Building: Open Coed Level 5, 6 & 7

Tumbling: Level 1 - 5 + 6 Junior

Tumbling: Level 6 & 7

<u>Overall</u>

#### ACSA Cheer Documents

- 1. IASF Cheer Legality Rules:
  - Outlines the rules for All Star Cheer Levels 1-7.
- 2. ACSA Cheer Age Grid:
  - Outlines the divisions on offer, including ages, team sizes and levels for each division.
- 3. ACSA Cheer Deduction System:
  - Outlines the definitions for routine infractions and rule violations for All Star cheer routines.
- 4. ACSA Cheer General Scoring:
  - Outline general information regarding divisions, building
  - information, and tumbling information.

#### 5. ACSA Cheer Image Policy:

- Outlines the expectations and requirements regarding appropriateness of choreography as well as appearance.
- 6. ACSA Cheer Novice Rules:
  - Outlines specific requirements within the novice division
- 7. ACSA Cheer Scoring Rubric:
  - Outlines the requirements and how an All Star cheer routine will be scored.
- 8. ACSA Cheer Skills List:
  - Includes examples of level appropriate skills.
- 9. ACSA Cheer University General Scoring:
  - Outlines specific requirements within the university divisions
- 10. ACSA Cheer Stunt General Guidelines
  - Outlines general rulings and policies within the stunt divisions



Building	j: All Tiny, I	Mini, Youth & Junior, Senior	+ Open 4.2	Stunt Quantity								
			Stunt Difficulty	Must be performed by groups of 3-5 athletes. Must be in the same section, rippled or synchronised. Athletes may not be recycled								
0.0		No legal or controlled stur	nt performed	0.0								
3.0-3.5	Below	Less than 4 different level	appropriate skills performed by the team				· · · · · · · · · · · · · · · · · · ·					
3.5-4.0	Low	4 different level appropria	te skills performed by Most of the team	4.0			e team performs a level appropriate building skill					
4.0-4.5	Mid	4 different level appropria	te skills performed by Most of the team, 1 of which is Elite level appropriate	4.2			rforms a level appropriate building skill					
4.5-5.0	5.0 High 4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate				Most of the	eam perfo	rms a level appropriate building skill					
						Majority of	the team performs the same elite level appropriate building skill					
	Pyramid Difficulty (as per IASF glossary definition)				Majority of the team performs the same elite level appropriate building skill							
0.0		No legal or controlled stunt performed				Most of the team performs the same elite level appropriate building skill						
3.0-3.5	.5 Below 1 level appropriate skill, 1 structure performed by most of the team				Building Quantity Chart							
3.5-4.0	Low	2 different level appropria	te skills, 2 structures performed by Most of the team	# Athletes	Maj.	Most						
4.0-4.5	Mid	3 different level appropria	te skills, 2 structures performed by Most of the team	6-11	1							
4.5-5.0	High	4 different level appropria	te skills, 2 structures performed by Most of the team		1							
	+	1	Toss Difficulty	12-15	1	2						
	-			16-19	2	3						
0.0	0.0 No legal toss performed				3	4						
4.0	4.0 Less than a Majority of the team performs a level appropriate toss				4	5						
4.5	4.5 Majority of the team performs a level appropriate toss				4	6						
5.0	5.0 Majority of the team performs a level appropriate toss rippled or synchronised in the same section					7						

Difficulty Drivers	Execution Drivers							
- Degree of difficulty	Stunt / Py	ramid Drivers	Toss Drivers					
<ul> <li>Degree of difficulty</li> <li>Percent of team participation (maximising stunt groups based on the number of athletes)</li> <li>Combination of skills (level and non-level appropriate)</li> </ul>	<ul> <li>Top per</li> <li>Bases /</li> <li>Transiti</li> <li>Synchromic</li> </ul>	Spotters ons	<ul> <li>Top Person</li> <li>Bases / Spotters</li> <li>Height</li> <li>Cradle</li> </ul>					
<ul> <li>Pace of skills performed / connections performed</li> </ul>	3.5-5.0	Team's ability to execute Stu precision and form	unts, Pyramids and Tosses with excellent					



Building:	Building: Open Coed Level 3 & 4									]								
Stunt Difficulty Pyramid Difficulty Toss Difficulty									1	Open Coed Quantity Skills								
0.0		No legal or controlled stunt	N	lo legal or co	ontrolled stunt	0.0	No legal	toss perforn	ned	1	Assisted L3	Unassisted L3	Assisted L4	Unassisted L4				
		performed	p	erformed						0.0	No legal or controlled coed style stunt performed	No legal or controlled coed style stunt performed	No legal or controlled coed style stunt performed	No legal or controlled coed style stunt performed				
3.0-3.5	Below	Less than 4 different level1 level appropriate skill, 1n/aappropriate skills performedstructure performed by mostn/aby the teamof the teamn/a					4.0	Skills performed do not meet the 4.2 req.	n/a	Skills performed do not meet the 4.2 req.	n/a							
3.5-4.0	Low	4 Different level appropriate skills performed my Most of the team	s		rel appropriate tures performed e team	4.0	Less than a majority of the team performs a level appropriate toss			4.2	Walk-in hands     Toss hands	n/a	<ul> <li>Walk-in hands press ext</li> <li>Toss hands - pause - press ext</li> </ul>	n/a				
4.0-4.5	Mid				rel appropriate tures performed e team	4.5		of the team ppropriate to		4.4	<ul> <li>Walk-in hands - immediate press ext</li> <li>Toss hands - pause - press ext</li> </ul>	Skills performed do not meet the 4.6 req.	<ul> <li>Walk-in hands press ext single leg/arm stunt</li> <li>Walk-in ext 2 leg stunt</li> <li>Toss hands - immediate press ext</li> </ul>	Skills performed do not meet 4.4 req.				
4.5-5.0	High	4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate	s		rel appropriate cures performed e team	5.0	a level appropriate toss rippled or synchronised in the same section 4.6 • Walk- • Walk- leg/ar				<ul> <li>Walk-in ext single leg/arm stunt</li> <li>Walk-in hands press ext single leg/arm stunt</li> <li>Walk-in ext 2 leg stunt</li> </ul>	alk-in ext single leg/arm stunt       • Walk-in hands       • Walk-in ext single leg / single arm       • Walk-in hands         alk-in hands press ext single       • Toss hands       • Walk-in *+ twist to ext stunt       • Toss         g/arm stunt       • Walk-in *+ twist to ext stunt       • Walk-in *+ twist to ext stunt       • Toss						
	[	Difficulty Drivers			Exe	cution	cution Drivers				Toss hands - immediate press ext		<ul> <li>India in the time te out only in the leg/arm stunt</li> <li>Toss hands press ext single</li> </ul>					
	of difficulty			Stunt / Pyramid Drivers  Top person Bases / Spotters			Toss Drivers  Top Person Bases / Spotters				<ul> <li>Toss hands press ext single leg/arm stunt</li> </ul>		leg/arm stunt • Toss ext 2 leg stunt					
groups	based on t	articipation (maximising stunt he number of athletes) ills (level & non-level appropriate)											<ul> <li>Prep single leg release to ext single leg transition</li> <li>Toss ext single leg/arm stunt</li> </ul>					
	<ul> <li>Combination of skills (level &amp; non-level appropriate)</li> <li>Pace of skills performed / connections performed</li> </ul>			<ul> <li>Transition</li> <li>Synchroid</li> <li>Obvious</li> </ul>	ons inisation	<ul><li>He</li><li>Cr</li></ul>		<ul><li>Height</li><li>Cradle</li><li>Obvious Mistakes</li></ul>		4.8	n/a	Walk-in hands - immediate press     ext	n/a	<ul> <li>Walk-in hands press ext single leg/arm stunt</li> </ul>				
				3.5-5.0			ite Stunts, Pyramids & Tosses n & form				Toss hands - pause - press ext		<ul> <li>Walk-in ext 2 leg stunt</li> <li>Toss hands - immediate press ext</li> </ul>					
		Coed Style Definition			Building	Building Quantity Coed Quantity					n/a	<ul> <li>Walk-in ext single leg/arm stunt</li> <li>Walk-in hands press ext single</li> </ul>	n/a	<ul> <li>Walk-in ext single leg / single arm stunt</li> </ul>				
	9 1	of 3. A Base, Top Person & Spotter.			# Athletes	Maj.	Most	1-3	1			<ul> <li>Walk in hands press ext single leg/arm stunt</li> <li>Walk-in ext 2 leg stunt</li> </ul>		<ul> <li>Walk-in ¾+ twist to ext stunt</li> <li>Walk-in ¾+ twist to ext single</li> </ul>				
definiti	ons).	oss or Walk-In (Refer to general inform			6-11	1	1	4-5	2			Toss hands - immediate press     ext		leg/arm stunt • Toss hands press ext single				
	<ul> <li>Must be in the same section either rippled or synchronised. Athletes cannot be recycled.</li> <li>Base must be directly under the stunt and cannot be chest to chest with the Spotter</li> </ul>			Athletes	12-15	1 2 6-7 3			3			<ul> <li>Toss hands press ext single leg/arm stunt</li> </ul>		<ul><li>leg/arm stunt</li><li>Toss ext 2 leg stunt</li></ul>				
				to chest	16-19	2	3 8-9 4						<ul> <li>Prep single leg release to ext single leg transition</li> </ul>					
• Stunts	<ul> <li>Stunts must show a controlled hold at the desired skill/height for 2 counts followed by a controlled dismount or pop down.</li> <li>If one of the required groups performs a lower value skill, then this is</li> </ul>				20-23	3 4 10-11 5			5					<ul> <li>Toss ext single leg/arm stunt</li> </ul>				
• If one of					I, then this is		5	12-13	6	ļ								
the skil	II which will	be credited.			20 01	4	6	14-19	7									
					32-38	5	7											



Building:	Building: Open Coed Level 5, 6 & 7						Open Coed Quantity								
	Stunt Difficulty							Coed Style Assisted					Coed Style Unassisted		
0.0		No legal or controlled stu	nt performe	d		0.0	0.0 • No legal or controlled coed style stunt performed					No	legal or controlled coed style stunt performed		
3.0-3.5	Below	Less than 4 different level	lappropriate	e skills performed by the team	)	3.5	Skills	s perform	ed do not m	eet 4.0 require	ement	n/a	1		
3.5-4.0	Low	4 different level appropria	ite skills per	formed by Most of the team		4.0			ded double l double leg			• :	Skills performed do not meet 4.2 requirement		
4.0-4.5	Mid	4 different level appropria	ite skills per	formed by Most of the team, 1	of which is Elite level appropriate		Walk	in hands	press exter	nded single leg	/ single arm stunt single arm stunt				
4.5-5.0	High	4 different level appropria	ite skills per	formed by Most of the team, 2	of which are Elite level appropriate	4.2				g / single arm	5	• \	Walk-in hands press extension		
	Pyramid Difficulty						• Toss	extended	d single leg s	stunt		•	Toss hands press extension		
0.0	[	No legal or controlled stu	nt performe	d		4.4	<ul> <li>Toss</li> </ul>	: ¼ - ¾ twi	st to extend	led single leg s	stunt	•	<ul><li>Walk-in extended double leg stunt</li><li>Toss extended double leg stunt</li></ul>		
3.0-3.5	Below											<ul> <li>Walk-in hands press extended single leg / single arm stunt</li> <li>Toss hands press extended single leg / single arm stunt</li> </ul>			
3.5-4.0	Low	2 different level appropria	popropriate skills, 2 structures performed by Most of the team				Toss extended single arm stunt					Walk-in extended single leg / single arm stunt     Tops sutreded single leg sturt			
4.0-4.5	.5 Mid 3 different level appropriate skills, 2 structures performed by Most of the team				of the team		<ul> <li>Toss full up to extended stunt</li> <li>Toss front handspring ½ up to extended stunt</li> <li>Rewind to extended stunt (level 6 &amp; 7 only)</li> </ul>					Toss extended single leg stunt			
4.5-5.0	High	4 different level appropria	ite skills, 2 s	tructures performed by Most o	of the team	4.8						Toss ¼ - ¾ twist to extended single leg stunt			
			Te	oss Difficulty		5.0	<ul> <li>5.0 n/a</li> <li>Toss extended single arm stunt</li> <li>Toss full up to extended stunt</li> </ul>								
0.0	No legal t	oss performed										•	Toss front handspring ½ up to extended stunt (level 6 & 7 only)		
4.0	Less than	a Majority of the team per	forms a leve	el appropriate toss			Rewind to extended stunt (level 6 & 7 only)						Rewind to extended stunt (level 6 & 7 only)		
4.5	Majority o	of the team performs a leve	el appropriat	e toss			Building Quantity Cha		Chart	Coed	I Quantity Chart		Coed Style Definition		
5.0	Majority o	of the team performs a leve	el appropriat	e toss rippled or synchronised	in the same section	# Atl	nletes	Maj.	Most	# Males	# Coed Stunts		<ul> <li>Based on a group of 3. A Base, Top Person &amp; Spotter.</li> <li>Entry must be a Toss or Walk-In (Refer to general</li> </ul>		
	Difficu	Ilty Drivers		Executio	n Drivers	6-11		1	1	1-3	1		<ul> <li>Endly must be a ross of watern (kere to general information for definitions).</li> <li>Must be in same section either rippled or</li> </ul>		
			Stunt / Py	ramid Drivers	Toss Drivers	12-1	5	1	2	4-5	2		<ul> <li>synchronised. Athletes cannot be recycled.</li> <li>Base must be directly under the stunt and cannot be</li> </ul>		
Percen	<ul> <li>Degree of difficulty</li> <li>Percent of team participation (maximising stunt groups based on the number of athletes)</li> <li>Combination of skills (level and non-level appropriate)</li> </ul>		• Top per		Top Person	16-1	9	2	3	6-7	3		<ul><li>chest to chest with the Spotter</li><li>Stunts must show a controlled hold at the desired</li></ul>		
athlete			<ul> <li>Bases / Spotters</li> <li>Transitions</li> <li>Synchronisation</li> <li>Obvious Mistakes</li> <li>Bases / Spotters</li> <li>Height</li> <li>Cradle</li> <li>Obvious Mistakes</li> </ul>		Height	20-23	3	3	4	8-9	4		skill/height for 2 counts followed by a controlled dismount or pop down.		
approp						24-2	7	4	5	10-11	5		• If one of the required groups perform a lower value skill, then this is the skill which will be credited.		
<ul> <li>Pace o perform</li> </ul>		ormed / connections	3.5-5.0		nts, Pyramids and Tosses with excellent	28-3	1	4	6	12-13	6				
			precision and form			32-3	8	5	7	14-19	7				



Tumbling: Level 1 - 5 + 6 Junior					Additional Information								
		Sta	Inding Tumbling Difficulty	<ul> <li>L1-5 &amp; 6 JNR Standing Tumbling – Same level appropriate synchronised pass cannot be used to fulfil Majority pass requirement.</li> <li>Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (ie jump <sup>3</sup>/<sub>4</sub> front flip to seat,</li> </ul>									
0.0		No legal or controlled tumbling	performed	back handsprings which lands in a prone position etc. would not count)									
3.0-3.5	Below	Skills performed do not meet Lo	<ul> <li>Jumps within a tumbling pass will not break up the pass (ie Toe Touch BHS Toe Touch BHS is 1 pass in L3)</li> <li>T-jumps are not considered a jump and will break up a pass into two separate passes. Safety judges will use the IASF Jump Skill</li> </ul>										
3.5-4.0	Low	Most of the team performs a lev	vel appropriate pass	<ul> <li>definition where a jump skill does break up the pass.</li> <li>L2 - No lower level skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit.</li> <li>L3 - No lower level skills out of a BHS step out <sup>1</sup>/<sub>2</sub> turn that are ILLEGAL in L2 will count for level appropriate credit.</li> <li>L4 - Punch front forward roll will not count for level appropriate credit.</li> </ul>									
4.0-4.5	Mid	Majority of the team performs the forms the pass	he same level appropriate pass which must be synchronised from initiation										
4.5-5.0	High	Most of the team performs the s the pass, plus Majority of the tea	<ul> <li>Variety – at least 2 different jumps. Performing the same jump with different legs doesn't constitute variety (ie left/right hurdler)</li> <li>Jump skills must land on feet to be considered level appropriate and receive difficulty credit (ie jumps that land on knee(s) or seat etc would not count).</li> </ul>										
	Running Tumbling Difficulty					<ul> <li>Basic jumps: Star, Tuck jump.</li> <li>Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</li> </ul>							
0.0		No legal or controlled tumbling	performed	Tiny and N	1ini: Star a	nd Tuck jur	nps will be cr	edited as advanced					
3.0-3.5	Below	Skills performed do not meet Lo	ow range requirement	Tumbling / Ju	ump Quan	tity Chart		Execut	ion Drivers				
3.5-4.0	Low	Less than a Majority of the tean	n performs a level appropriate pass	# Athletes	Maj.	Most	Standing	/ Running Tumbling Drivers	Jump Drivers				
4.0-4.5	Mid	Majority of the team performs a	m performs a level appropriate pass			3	Appro	ach	Approach				
4.5-5.0	High	Most of the team performs a lev	8-9	4	5	<ul> <li>Speed</li> <li>Body (</li> </ul>		<ul><li>Arm Placement</li><li>Leg Placement</li></ul>					
	Jump Difficulty				5	6	<ul><li>Landir</li><li>Synch</li></ul>	ngs ronisation	<ul><li>Landings</li><li>Synchronisation</li></ul>				
0.0		No legal or controlled jump perf	formed	12-14	6	7	3.5-5.0	Team's ability to execute Standing Tumbling, Running Tumbling & Jumps with					
3.5	Below	Skills performed do not meet Lo	ow range requirement	15-16	7	9		excellent precision and form					
4.0	Low	Most of the team performs at le	east 1 advanced jump	17-19	8	10	. <b>L</b>						
4.5	Mid		onnected advanced jumps. Must be synchronised and must include variety. rforms 2 advanced jumps, must be synchronised, but do not need to be	20-22	10	12							
		connected or include variety	norms 2 auvanceu jumps, must be synchroniseu, but uo not neeu to be	23-25	11	13							
5.0	High	Most of the team performs 3 co	onnected advanced jumps or 2 connected advanced jumps, plus 1 additional ronised and must include variety. <i>Tiny / Mini: Most of the team performs 3</i>	26-27	13	15							
			synchronised and maximulate vallety. This y Mini, Most of the team performs of synchronised, but do not need to be connected or include variety		14	16							
	Difficulty Driver				15	18							
<ul> <li>Degree of difficulty</li> <li>Percent of team participation</li> <li>Combination of skills</li> <li>Synchronisation or grouping of passes</li> <li>Variety of passes</li> </ul>			<ul> <li>In an effort to reduce the number of standing tumbling passes performed in L1-L5, the following criteria will be used when awarding higher scores within a range</li> <li>Degree of difficulty of the passes</li> <li>Variety of passes</li> <li>Satisfies or exceeds the quantity requirement utilising grouped or synchronised passes</li> </ul>	31-38									



Tumbling	: Level 6 &	7	Additional Information							
0.0		Standing Tumbling Difficulty No legal or controlled tumbling performed	<ul> <li>Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (ie jump <sup>3</sup>/<sub>4</sub> front flip to seat, back handsprings which lands in a prone position etc. would not count)</li> <li>Jumps within a tumbling pass will not break up the pass (ie Toe Touch BHS Toe Touch BHS is 1 pass in L3)</li> <li>Tumps are not considered a jump and will break up a pass into two separate passes. Sofety judges will use the JASE Jump Skill.</li> </ul>							
3.0-3.5	Below	Skills performed do not meet Low range requirement	<ul> <li>T-jumps are not considered a jump and will break up a pass into two separate passes. Safety judges will use the IASF Jump Skill definition where a jump skill does break up the pass.</li> <li>L6 &amp; L7 - Standing Tumbling skills ending in a layout that are legal in L5 will not receive level appropriate credit (ie</li> </ul>							
3.5-4.0	Low	Most of the team performs a level appropriate pass	<ul> <li>L6 &amp; L7 - S</li> <li>BHS-BHS-</li> </ul>		i umbling s	Kills ending in a	a layout that are legal in L5 will not receive i	evel appropriate credit (le		
4.0-4.5	Mid	Majority of the team performs an elite level appropriate pass					ng the same jump with different legs doesr ed level appropriate and receive difficulty c			
4.5-5.0	High	Most of the team performs an elite level appropriate pass in the same section	seat etc w	ould not	count).					
		Running Tumbling Difficulty	<ul> <li>Basic jumps: Star, Tuck jump.</li> <li>Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</li> </ul>							
0.0 No legal or controlled tumbling performed				Jump O	lantity		Execution Driv	ers		
3.0-3.5	Below	Skills performed do not meet Low range requirement	Tumbling / Jump Quantity Chart							
3.5-4.0	Low	Majority of the team performs a level appropriate pass	# Athletes	Maj.	Most	Standing /	Running Tumbling Drivers	Jump Drivers		
4.0-4.5	Mid	Most of the team performs a level appropriate pass	6-7	2	3	<ul><li>Approa</li><li>Speed</li></ul>	ch	<ul> <li>Approach</li> <li>Arm Placement</li> <li>Leg Placement</li> <li>Landings</li> </ul>		
4.5-5.0	High	Majority of the team performs an elite level appropriate pass	8-9	4	5	<ul> <li>Body Co</li> <li>Landing</li> </ul>				
		Jump Difficulty	10-11	5	б	<ul> <li>Synchro</li> </ul>		Synchronisation		
	Jun	nps must use a whip approach to be considered connected (Variety = at least 2 different jumps)	12-14	6	7	3.5-5.0	Team's ability to execute Standing Tumbling, Running Tumbling & Jumps wit excellent precision and form			
0.0		No legal or controlled tumbling performed	15-16	7	9					
3.5	Below	Skills performed do not meet Low range requirement	17-19	8	10					
4.0	Low	Most of the team performs at least 1 advanced jump	20-22	10	12					
4.5	Mid	Most of the team performs 2 connected advanced jumps. Must be synchronised and must include variety.	23-25	11	13					
5.0	High	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronised and must include variety.	26-27	13	15					
	Difficulty Driver				16					
<ul><li>Percer</li><li>Combi</li><li>Synchr</li></ul>	<ul> <li>Degree of difficulty</li> <li>Percent of team participation</li> <li>Combination of skills</li> <li>Synchronisation or grouping of passes</li> <li>Variety of passes</li> </ul>			15	18					



Overall	Overall							
	Stunt Creativity							
0.0	No legal or controlled stunt performed							
1.5-2.5	1.5-2.5Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries, Transitions, Dismounts, Clarity, Flow							
	Pyramid Creativity							
0.0	No legal or controlled pyramid performed							
1.5-2.5	Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries, Transitions, Dismounts, Clarity, Flow							
	Dance							
<mark>8.5</mark> -10.0	A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements, Variety of levels, Formation changes, Footwork, Floorwork, Partner work, Pace This also includes: Technique, Perfection, Motion strength/placement, Synchronisation.							
	Showmanship / Appropriate Athlete Impression							
9.0-10.0	A team's ability to demonstrate a high level of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.							
	Routine Composition							
<mark>8.5</mark> -10.0	A team's ability to demonstrate the following throughout the routine: Precise spacing, Formations, Transitions This also includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal							
Cheer (Global Divisions To Replace Showmanship)								
9.0-10.0	The Cheer component / portion of the routine must be completed before the music section of the routine Cheer Criteria: Crowd leading, Ability to lead the crowd, Crowd effectiveness, Voice (pace and flow), Proper use of: (signs, poms, megaphones, flags) and motion technique, Practical use of stunts / pyramids to lead the crowd, Execution.							