

The following will be considered when scoring — **EXECUTION:**

- Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.

| STUNTS & PYRAMID | | | |
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| TOP PERSON | BASES / SPOTTERS | TRANSITIONS | SYNCHRONIZATION |
| <ul style="list-style-type: none"> • Body control • Uniform flexibility • Motion Placement • Legs: (Straight, Locked, & Toes Pointed) | <ul style="list-style-type: none"> • Stability of the stunt • Solid Stance • Positioned shoulder width apart • Feet Stationary | <ul style="list-style-type: none"> • Entries • Dismounts • Speed / Control — (flow from skill to skill) | <ul style="list-style-type: none"> • Timing |

| TOSSES | | | |
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| TOP PERSON | BASES / SPOTTERS | HEIGHT | CRADLE |
| <ul style="list-style-type: none"> • Body control • Consistent execution of skill / trick • Legs straight/toes pointed • Arm placement | <ul style="list-style-type: none"> • Using arms/legs to throw together • Solid Stance • Positioned shoulder width apart • Timing | <ul style="list-style-type: none"> • Relative to the size of the athletes performing the toss | <ul style="list-style-type: none"> • Arms up to catch high • Legs used to absorb catch • Group positioned no more than shoulder width apart • Controlled |

| JUMPS | | | | |
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| APPROACH | ARM PLACEMENT | LEG PLACEMENT | LANDINGS | SYNCHRONIZATION |
| <ul style="list-style-type: none"> • Consistent entry • Swing / Prep | <ul style="list-style-type: none"> • Arm position within jump(s) | <ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement / rotation • Hyperextension • Height | <ul style="list-style-type: none"> • Legs / feet together • Chest placement | <ul style="list-style-type: none"> • Timing |

SCHOOL CHEER – Scoring system will consist of a DIFFICULTY, EXECUTION, & OVERALL score

The following will be considered when scoring — **DIFFICULTY:**

BUILDING DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (Maximizing stunt groups based on the number of athletes)
- Combination of skills – (Basic, Intermediate, Advance, or Elite)
- Pace of skills performed

| TOSSES | STUNTS | PYRAMID |
|---|---|--|
| <p>(Jr. High) TOSSES NOT ALLOWED!</p> <p>STRAIGHT RIDE TOSSES ONLY!</p> <p>Suggested # Tosses: Same section: Synch or Rippled</p> <p>Plus 1 Toss: Same section or different section</p> | 3.5 POINTS | |
| | <ul style="list-style-type: none"> • BELOW PREP-LEVEL: 1 & 2 Leg-stunt | <ul style="list-style-type: none"> • BELOW PREP-LEVEL: Braced 1 & 2 Leg-pyramid |
| 4.5 POINTS | 4.5 POINTS | |
| <ul style="list-style-type: none"> • LESS than suggested # of Toss Groups | <ul style="list-style-type: none"> • PREP-LEVEL: 1 & 2 Leg-stunt | <ul style="list-style-type: none"> • PREP-LEVEL: Braced 1 & 2 Leg-pyramid |

| TUMBLING / JUMP — QUANTITY | | BUILDING — QUANTITY | | STUNT VARIATIONS (But are not limited to) | | DISMOUNTS (But are not limited to) | | TOSS VARIATIONS | | | | |
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| MAJORITY | <ul style="list-style-type: none"> • ½ the team, Plus 1. • Same Section – Athletes may not be recycled. | LESS THAN SUGGESTED # OF STUNTS | Less than the total number of athletes on the team divided by 5. | NOT CONSIDERED BODY POSITIONS: | CONSIDERED BODY POSITIONS: | | | NON-TWISTING: | TWISTING: | | | |
| | | SUGGESTED # OF STUNTS | Total number of athletes on the team divided by 5. | | | | | <ul style="list-style-type: none"> • 2 Leg-stunt • Platform/Cupie • Lib | <ul style="list-style-type: none"> • Stretch • Bow-n-arrow • Arabesque • Scale • Scorpion | <ul style="list-style-type: none"> • Step-down • Sponge / Squish • Pop-down • Straight Cradle | <ul style="list-style-type: none"> • Straight Ride – ONLY!!! | <ul style="list-style-type: none"> • No twisting allowed |
| | | MAXIMUM # OF STUNTS | Utilizing all the athletes on the team to perform more than the suggested # of stunts, with no more than 3 athletes left over. | | | | | | | | | |

| STUNT TRANSITIONS (But are not limited to) | | JUMPS (But are not limited to) | |
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| STANDARD: | ELITE: | INTERMEDIATE: | ADVANCE: |
| <ul style="list-style-type: none"> • Inversion from Ground-level to below Prep-level • Inversion from Ground-level to Prep-level • Switch-up to Lib Prep-level • Tic-toc Prep-level (Lib to Lib) • Tic-toc Prep-level (Lib to Body Position) • ½ Twisting Transition to below Prep-level • ½ Twisting Transition to Prep-level • ¼ Twisting Transition to Prep-level 1 Leg-stunt • ½ Twisting Transition to Prep-level Body Position | | <ul style="list-style-type: none"> • Spread Eagle • Tuck-jump • Herkie – (R/L) | <ul style="list-style-type: none"> • Pike • Side-hurdler – (R/L) • Front-hurdler – (R/L) • Toe-touch |
| <p>Other Stunts:</p> <ul style="list-style-type: none"> • Prep-level 1 Leg-stunt • Barrel-roll • Leap-frog variations • ½ Twist to Prone • Walk-in Prep-level I • Combination of 2 or more Level-appropriate skills performed simultaneously | | <ul style="list-style-type: none"> • Jumps must use a whip approach to be considered CONNECTED. • Clarification of Variety: at least 2 of the jumps must be different. • Same jump with different legs doesn't constitute VARIETY. <p>EXAMPLE: R/L Front-hurdler</p> | |

| DRIVERS | |
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| • TUMBLING | - 0.9 POINTS |
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| • JUMP | - 0.6 POINTS |
| | <ul style="list-style-type: none"> MULTIPLE – issues by the team |
| • TOSS | - 0.3 POINTS |
| • STUNT | <ul style="list-style-type: none"> MINOR – issues by the team Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses) |
| • PYRAMID | 0.0 POINTS |
| | <ul style="list-style-type: none"> NO – issues by the team |

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| STUNT — CREATIVITY | 2.0 – 2.5 POINTS | <ul style="list-style-type: none"> Stunt skills incorporate visual, unique or innovative ideas. This includes Basic, Intermediate, Advance, & Elite level skills. This may include: Entries, Transitions, Dismounts, Clarity, & Flow. |
| PYRAMID — CREATIVITY | 2.0 – 2.5 POINTS | <ul style="list-style-type: none"> Pyramid skills incorporate visual, unique or innovative ideas. This includes Basic, Intermediate, Advance, & Elite level skills. This may include: Entries, Transitions, Dismounts, Clarity, & Flow. |
| BUILDING — QUANTITY | 2.5 – 5.0 POINTS | <ul style="list-style-type: none"> Based on a traditional group of 4 or more, Rippled or Synchronized in the same section without recycling athletes. |
| DANCE | 7.1 – 10.0 POINTS | <ul style="list-style-type: none"> 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. This also includes: Technique, Perfection, Synchronization, & Pace. |
| SHOWMANSHIP | 7.1 – 10.0 POINTS | <ul style="list-style-type: none"> A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate athletic impression throughout the routine. |
| ROUTINE COMPOSITION | 7.1 – 10.0 POINTS | <ul style="list-style-type: none"> 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. |
| OVERALL IMPRESSION | 2.1 – 5.0 POINTS | <ul style="list-style-type: none"> Overall Crowd Effectiveness – Difficulty of Practical Skills – Routine Creativity – Flow of Routine – Execution of Routine. |
| SCHOOL REPRESENTATION | 2.1 – 5.0 POINTS | <ul style="list-style-type: none"> Image, Sportsmanship, Performance Integrity |