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

Feet Stationary

Legs: (Straight, Locked, & Toes Pointed)

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

Timing

SYNCHRONIZATION

 STUNTS & PYRAMID

 TOP PERSON
 BASES / SPOTTERS
 TRANSITIONS

 • Body control
 • Stability of the stunt
 • Entries

 • Uniform flexibility
 • Solid Stance
 • Entries

 • Motion Placement
 • Positioned shoulder width apart
 • Dismounts

TOSSES **TOP PERSON** BASES / SPOTTERS HEIGHT CRADLE Body control • Using arms/legs to throw together Arms up to catch high Consistent execution of skill / trick Solid Stance · Legs used to absorb catch Relative to the size of the athletes performing the toss Legs straight/toes pointed · Positioned shoulder width apart Group positioned no more than shoulder width apart • Arm placement Timing Controlled

Speed / Control — (flow from skill to skill)

JUMPS				
APPROACH	ARM PLACEMENT	LEG PLACEMENT	LANDINGS	SYNCHRONIZATION
 Consistent entry Swing / Prep 	 Arm position within jump(s) 	 Straight legs Pointed toes Hip placement / rotation Hyperextension Height 	 Legs / feet together Chest placement 	• Timing

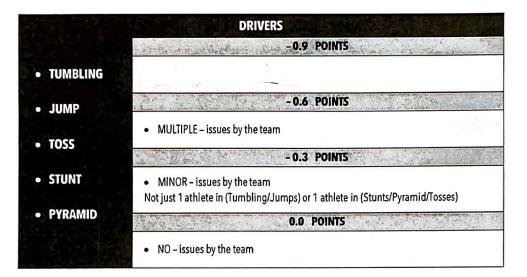
	2022–202	 SCHOOL CHEER — Scoring SCHOOL CHEER — Scoring s 				ity Coed)	
		The following will be	considered when	scoring — DIFFIC	ULTY:		
	BUILDING DIFFICULTY	DRIVERS	1 Acres				
 Degree of difficulty Percent of team participation based on the number of 	ation (Maximizing stunt groups	Combination of skills — (Basic, Intermedia Elite) Pace of skills performed	e, Advance, or				
TOSSES	STUNTS	PYRAMID					
(Jr. High) TOSSES NOT ALLOWED! STRAIGHT RIDE TOSSES ONLY! Suggested # Tosses: Same section: Synch or Rippled Plus 1 Toss: Same section or different section	3.5 P BELOW PREP-LEVEL: 1 & 2 Leg- stunt	• BBELOW PREP-LEVEL: Braced 1 & 2 Leg-pyramid					
4.5 POINTS	4.5	POINTS					
 LESS than suggested # of Toss Groups 	PREP-LEVEL: 1 & 2 Leg-stunt	 PREP-LEVEL: Braced 1 & 2 Leg- pyramid 					

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TUMBLING / JUMP — QUANTITY	BUILDIN	g — QUANTITY		RIATIONS t limited to)	DISMOUNTS (But are not limited to)	TOSS VA	RIATIONS
	LESS THAN SUGGESTED # OF STUNTS	Less than the total number of athletes on the team divided by 5.		CONSIDERED	Chan Jame	NON-TWISTING:	TWISTING:
 ½ the team, Plus 1. Same Section – Athletes may not be recycled. 	SUGGESTED # OF STUNTS	Total number of athletes on the team divided by 5.	NOT CONSIDERED BODY POSITIONS: 2 Leg-stunt Platform/Cupie Lib	Stretch Bow-n-arrow Arabesque	 Step-down Sponge / Squish Pop-down Straight Cradle 	• Straight Ride – ONLY!!!	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)	
	STANDARD:	ELITE:	INTERMEDIATE:	ADVANCE:	
 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 	Other Stunts: Prep-level 1 Leg-stunt Barrel-roll Leap-frog variations 1/2 Twist to Prone		 Spread Eagle Tuck-jump Herkie – (R/L) 	 Pike Side-hurdler – (R/L) Front-hurdler – (R/L) Toe-touch 	
 ½ Twisting Transition to Prep-level ¼ Twisting Transition to Prep-level 1 Leg-stunt ¼ Twisting Transition to Prep-level Body Position 	 Walk-in Prep-level I Combination of 2 or more Level-appropriate skills performed simultaneously 		CONNECTED. Clarification of Variety different. Same jump with differ VARIETY.	ip approach to be considered r: at least 2 of the jumps must be srent legs doesn't constitute E: R/L Front-hurdler	

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2022 – 2023 • SCHOOL CHEER – Scoring System — OVERALL

STUNT — CREATIVITY	2.0–2.5 POINTS	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	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	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	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	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	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	Overall Crowd Effectiveness — Difficulty of Practical Skills — Routine Creativity — Flow of Routine — Execution of Routine.
SCHOOL REPRESENTATION	2.1–5.0 POINTS	Image, Sportsmanship, Performance Integrity