

2022-2023

SCHOOL CHEER — Scoring System — **INTERMEDIATE** — (Varsity — Varsity Coed)

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

**TUMBLING DIFFICULTY DRIVERS**

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronization of passes
- Variety of passes

	<b>TUMBLING</b>	<b>JUMPS</b>	<b>POINTS</b>
	2.0 (Less than Majority) — 3.0 (Majority) — 3.5 (100%)		
<b>BASIC</b>	<ul style="list-style-type: none"> <li>• Forward/Backward-roll</li> <li>• Handstand</li> <li>• Standing Back-bend</li> <li>• Front-limber</li> </ul>	<p><b>RUNNING:</b></p> <ul style="list-style-type: none"> <li>• Cartwheel</li> <li>• Round-off</li> </ul>	
	2.5 (Less than Majority) — 3.5 (Majority) — 4.0 (100%)		
<b>INTERMEDIATE</b>	<ul style="list-style-type: none"> <li>• Front-walkover</li> <li>• Back-walkover</li> <li>• Back Extension-roll</li> <li>• Back-bend Kick-over</li> </ul>	<p><b>RUNNING:</b></p> <ul style="list-style-type: none"> <li>• Cartwheel Back-walkover</li> <li>• Front-walkover Cartwheel</li> <li>• Front-walkover Round-off</li> </ul>	<ul style="list-style-type: none"> <li>• A variety of 2 connected INTERMEDIATE jumps.</li> </ul>
	3.0 (Less than Majority) — 4.0 (Majority) — 4.5 (100%)		
<b>ADVANCE</b>	<ul style="list-style-type: none"> <li>• Standing BHS</li> <li>• BHS Step-out</li> <li>• Back Extension-roll BHS</li> <li>• Back-walkover BHS</li> </ul>	<p><b>RUNNING:</b></p> <ul style="list-style-type: none"> <li>• Cartwheel BHS</li> <li>• Round-off 1 or 2 BHS</li> <li>• Round-off BHS Step-out</li> <li>• Front-walkover Round-off BHS</li> </ul>	<ul style="list-style-type: none"> <li>• A variety of 2 connected ADVANCE jumps.</li> </ul>
	3.5 (Less than Majority) — 4.5 (Majority) — 5.0 (100%)		
<b>ELITE</b>	<ul style="list-style-type: none"> <li>• Series Combination: — 3 connected skills, 1 of which have to be ADVANCE</li> </ul>	<p><b>RUNNING:</b></p> <ul style="list-style-type: none"> <li>• Series Combination: — 4 connected skills, 1 of which have to be ADVANCE</li> </ul>	<ul style="list-style-type: none"> <li>• A variety of 3 connected ADVANCE jumps or</li> <li>• A variety of 2 connected ADVANCE jumps, plus 1 additional ADVANCE jump.</li> </ul>

<b>TOSSES</b>	<b>STUNTS</b>	<b>PYRAMID</b>
<p>Primary, Elementary &amp; Jr. High TOSSES NOT ALLOWED!</p> <p>1 TRICK TOSSES ONLY!</p> <p>Straight Ride Tosses, whether suggested # or plus 1, will receive no higher than a 4.0.</p> <p><b>Suggested # Tosses:</b> Same section: Synch or Rippled</p> <p><b>Plus 1 Toss:</b> Same section or different section</p>	<p><b>3.5 POINTS</b></p> <ul style="list-style-type: none"> <li>• BELOW PREP-LEVEL: 1 &amp; 2 Leg-stunt</li> <li>• PREP-LEVEL: 2 Leg-stunt</li> <li>• PREP-LEVEL: Braced 1 &amp; 2 Leg-pyramid</li> </ul>	
<p><b>4.0 POINTS</b></p> <ul style="list-style-type: none"> <li>• LESS than suggested # of Toss Groups</li> </ul>	<p><b>4.0 POINTS</b></p> <ul style="list-style-type: none"> <li>• PREP-LEVEL: 1 &amp; 2 Leg-stunt w/ Standard-transitions</li> <li>• EXTENDED-LEVEL: 2 Leg-stunt</li> </ul>	<p><b>4.0 POINTS</b></p> <ul style="list-style-type: none"> <li>• PREP-LEVEL: Braced 1 &amp; 2 Leg-pyramid w/ Standard-transitions</li> <li>• EXTENDED-LEVEL: Braced 2 Leg-pyramid</li> </ul>
<p><b>4.5 POINTS</b></p> <ul style="list-style-type: none"> <li>• SUGGESTED # of Toss Groups</li> </ul>	<p><b>4.5 POINTS</b></p> <ul style="list-style-type: none"> <li>• PREP-LEVEL: 1 &amp; 2 Leg-stunt w/ Elite-transitions</li> <li>• EXTENDED-LEVEL: 1 &amp; 2 Leg-stunt w/ Standard-transitions</li> </ul>	<p><b>4.5 POINTS</b></p> <ul style="list-style-type: none"> <li>• PREP-LEVEL: Braced 1 &amp; 2 Leg-pyramid w/ Elite-transitions</li> <li>• EXTENDED-LEVEL: Braced 1 &amp; 2 Leg-pyramid w/ Standard-transitions</li> </ul>
<p><b>5.0 POINTS</b></p> <ul style="list-style-type: none"> <li>• Suggested # of Toss Groups, <b>PLUS 1</b></li> </ul>	<p><b>5.0 POINTS</b></p> <ul style="list-style-type: none"> <li>• EXTENDED-LEVEL: 1 &amp; 2 Leg-stunt w/ Elite-transitions</li> </ul>	<p><b>5.0 POINTS</b></p> <ul style="list-style-type: none"> <li>• EXTENDED-LEVEL: Braced 1 &amp; 2 Leg-pyramid w/ Elite-transitions</li> </ul>

TUMBLING / JUMP — QUANTITY		BUILDING — QUANTITY		STUNT VARIATIONS (But are not limited to)		DISMOUNTS (But are not limited to)		1 TRICK — TOSS VARIATIONS (But are not limited to)				
<b>MAJORITY</b>	<ul style="list-style-type: none"> <li>• ½ the team, Plus 1.</li> <li>• Same Section — Athletes may not be recycled.</li> </ul>	<b>LESS THAN SUGGESTED # OF STUNTS</b>	Less than the total number of athletes on the team divided by 5.	<b>NOT CONSIDERED BODY POSITIONS:</b>	<b>CONSIDERED BODY POSITIONS:</b>			<b>NON-TWISTING:</b>	<b>TWISTING:</b>			
		<b>SUGGESTED # OF STUNTS</b>	Total number of athletes on the team divided by 5.					<ul style="list-style-type: none"> <li>• 2 Leg-stunt</li> <li>• Platform/Cupie</li> <li>• Lib</li> </ul>	<ul style="list-style-type: none"> <li>• Stretch</li> <li>• Bow-n-arrow</li> <li>• Arabesque</li> <li>• Scale</li> <li>• Scorpion</li> </ul>	<ul style="list-style-type: none"> <li>• Step-down</li> <li>• Sponge / Squish</li> <li>• Pop-down</li> <li>• Straight Cradle</li> <li>• ¼ Twisting Cradle</li> <li>• Full-twisting cradle</li> </ul>	<ul style="list-style-type: none"> <li>• Ball-arch</li> <li>• Pretty-girl Arch</li> <li>• Pike-arch</li> <li>• Kick-arch</li> <li>• Ball-X</li> <li>• Toe-touch</li> </ul>	<ul style="list-style-type: none"> <li>• Full-twist</li> </ul>
		<b>MAXIMUM # OF STUNTS</b>	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:
<ul style="list-style-type: none"> <li>• Release to PREP-LEVEL or below</li> <li>• Switch-up to PREP-LEVEL — (Lib)</li> <li>• Ball-up, Straddle-up and/or release to PREP-LEVEL — (Lib)</li> <li>• Tic-toc below PREP-LEVEL to below PREP-LEVEL — (Lib to Lib)</li> <li>• Tic-toc below PREP-LEVEL to PREP-LEVEL — (Lib to Lib)</li> <li>• Full Twisting transition to PREP-LEVEL or below</li> <li>• ¼ Twisting transition to EXTENDED-LEVEL — (1 Leg)</li> <li>• Full Twisting transition to PREP-LEVEL — (Lib)</li> <li>• Full Twisting transition PREP-LEVEL to PREP-LEVEL — (Lib)</li> </ul>	<ul style="list-style-type: none"> <li>• Tic-toc PREP-LEVEL Lib to EXTENDED-LEVEL — (Body position)</li> <li>• Switch-up to PREP-LEVEL — (Body position)</li> <li>• Ball-up, Straddle-up to PREP-LEVEL — (Body position)</li> <li>• Release to PREP-LEVEL — (Body position)</li> <li>• Full Twisting transition to PREP-LEVEL — (Body position)</li> <li>• ½ Twisting transition to EXTENDED-LEVEL — (1 Leg)</li> <li>• Full Twisting transition PREP-LEVEL to PREP-LEVEL — (Body position)</li> </ul>	<ul style="list-style-type: none"> <li>• Spread Eagle</li> <li>• Tuck-jump</li> <li>• Herkie — (R/L)</li> </ul>	<ul style="list-style-type: none"> <li>• Pike</li> <li>• Side-hurdler — (R/L)</li> <li>• Front-hurdler — (R/L)</li> <li>• Toe-touch</li> </ul>
		<ul style="list-style-type: none"> <li>• Jumps must use a whip approach to be considered CONNECTED.</li> <li>• Clarification of Variety: at least 2 of the jumps must be different.</li> <li>• Same jump with different legs doesn't constitute VARIETY.</li> </ul> <p><b>EXAMPLE: R/L Front-hurdler</b></p>	

DRIVERS	
• TUMBLING	<b>- 0.9 POINTS</b>
	• WIDESPREAD – issues by the team
• JUMP	<b>- 0.6 POINTS</b>
	• MULTIPLE – issues by the team
• TOSS	<b>- 0.3 POINTS</b>
• STUNT	• MINOR – issues by the team Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses)
• PYRAMID	<b>0.0 POINTS</b>
	• NO – issues by the team

<b>STUNT — CREATIVITY</b>	<b>2.0 – 2.5 POINTS</b>	• Stunt skills incorporate visual, unique or innovative ideas. This includes Basic, Intermediate, Advance, & Elite level skills. This may include: Entries, Transitions, Dismounts, Clarity, & Flow.
<b>PYRAMID — CREATIVITY</b>	<b>2.0 – 2.5 POINTS</b>	• Pyramid skills incorporate visual, unique or innovative ideas. This includes Basic, Intermediate, Advance, & Elite level skills. This may include: Entries, Transitions, Dismounts, Clarity, & Flow.
<b>BUILDING — QUANTITY</b>	<b>2.5 – 5.0 POINTS</b>	• Based on a traditional group of 4 or more, Rippled or Synchronized in the same section without recycling athletes.
<b>DANCE</b>	<b>7.1 – 10.0 POINTS</b>	• 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.
<b>SHOWMANSHIP</b>	<b>7.1 – 10.0 POINTS</b>	• 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.
<b>ROUTINE COMPOSITION</b>	<b>7.1 – 10.0 POINTS</b>	• 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.
<b>OVERALL IMPRESSION</b>	<b>2.1 – 5.0 POINTS</b>	• Overall Crowd Effectiveness – Difficulty of Practical Skills – Routine Creativity – Flow of Routine – Execution of Routine.
<b>SCHOOL REPRESENTATION</b>	<b>2.1 – 5.0 POINTS</b>	• Image, Sportsmanship, Performance Integrity

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.

### TUMBLING

APPROACH	SPEED	BODY CONTROL	LANDINGS	SYNCHRONIZATION
<ul style="list-style-type: none"> <li>• Arm placement into a pass / skill</li> <li>• Swing / Prep</li> <li>• Chest Placement</li> <li>• Flow from skill to skill in a pass</li> </ul>	<ul style="list-style-type: none"> <li>• Consistent or increases through pass / skills</li> <li>• Connection of pass / skills</li> </ul>	<ul style="list-style-type: none"> <li>• Head placement</li> <li>• Hips</li> <li>• Pointed toes</li> <li>• Leg placement in skills</li> <li>• Arm / shoulder placement in skills</li> </ul>	<ul style="list-style-type: none"> <li>• Controlled</li> <li>• Legs / feet together</li> <li>• Chest placement</li> <li>• Finished pass / skill</li> <li>• Incomplete twisting skills</li> </ul>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>

### STUNTS & PYRAMID

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

### TOSSES

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

### JUMPS

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