

**GHSA COMPETITION  
GUIDE  
2011 – 2012**



**FOR  
TOURNAMENT DIRECTORS,  
COMPETITION COACHES**

## COMPETITION RULES

- **Competition Rules**

1. Coaches will follow the instruction on the GHSA website when registering for a tournament.
2. Teams may be charged an entry fee as determined by the school.
3. The total number of teams should be limited to 40 to provide adequate warm-up and performance time. If more than 40 teams are in attendance then the tournament host should work closely with the Booking Agent to determine the number of officials needed.
4. Middle Schools may not compete at GHSA sanctioned events. If a middle school tournament is hosted it should be held prior to or after the GHSA event and a separate awards ceremony should be held.
5. All coaches, team members and parents should conduct themselves professionally at all times. Participants are subject to removal should an incident occur.
6. **FLASH PHOTOGRAPHY** is prohibited while teams are performing.
7. Teams must provide their own sound equipment in the warm-up area.
8. Once the competition doors have been opened to spectators no team should be warming up on the competition mat except for regularly scheduled warm-up rotation.
9. Specific competition times should not be assigned. All teams should know the order of rotation and be ready to perform when called to the floor. Schedules may be used as a guide for staff.
10. Regions will determine if the competition is televised, taped, or filmed.
11. The coaches, teams, and/or parents should have no contact with officials prior to, during or after the competition. Any concerns or issues should be addressed in writing to the GHSA State Coordinator or the GHSA office.
12. Upon request, officials will be assigned by the GHSA Booking Agent and the Head Judge will be determined by the Booking Agent.
13. Order of Appearance
  - a. Order of appearance may be assigned by the host school.
  - b. The Region shall determine the order of performance prior to competition.
  - c. Sectional and State order of appearance is determined by the GHSA.
14. Coaching
  - a. Only certified school coaches and GHSA certified Community Coaches are eligible to assist teams in any part of the competitive area including the warm-up area.
  - b. A list of all certified Community Coaches should be available for staff to check.
  - c. Upon request by the tournament host, identification should be provided by all coaches and community coaches. Competition instructions provided by the host should furnish this information. (Illegal coaching can carry heavy fines or penalties from the GHSA office.)
  - d. It is suggested that only two coaches be allowed in the warm-up area.
15. All decisions of the officials are final. The GHSA does not allow appeals.

- **Competition Teams**

1. **Team Eligibility**

- a. Each school may enter one Varsity competition team.

- b. A team may consist of a maximum of 16 performers (If a team mascot performs with the team, they are subject to NFHS and GHSA rules and count as one of the sixteen performers.)
- c. The athletes participating in the performance must be eligible and cleared by the GHSA office.
- d. The athletes must currently be enrolled in the school they are representing.
- e. A team may have a roster of more than sixteen performers and may use any combination of eligible cheerleaders to make the team of 16. (Competition, Football, Basketball, JV, Varsity, etc.)
- f. Spotters must be included in the 16.
- g. Team members to compete at region must be submitted to the Region Secretary by the deadline established by the GHSA office.
- h. Substitutions may be made at any time; however, the substitute must be eligible and have met all requirements established by the GHSA. Prior to region the Region Secretary must be informed of any changes.

## 2. Team Scheduling

- a. Each school will select the tournaments they wish to enter prior to region and determine the number they wish to enter.
- b. Varsity teams may compete in six (6) invitational tournaments.
- c. Junior Varsity teams may compete in four (4) invitational tournaments.
- d. No team member may compete in more than a total of six (6) tournaments. (Example: a Junior Varsity team member competes with the junior varsity team at a tournament and then is used as a substitute with the Varsity team that same day. That would count as two (2) competitions and the Junior Varsity team member would now have one more competition than the remainder of her team. This might limit her ability to compete with the junior varsity team at a future tournament.)
- e. No team may be involved in an exhibition during the season.
- f. If a team performs but selects not to be judged at a tournament then it counts as a competition.

## Competition Personnel

- **Tournament Host**

- 1. Is appointed by the school and is a member of the host school's personnel.
- 2. Is familiar with cheerleading procedures, tournament procedures, the GHSA competition guide, and all rules pertaining to cheerleading competition.
- 3. Is to seek sanctioning from the GHSA to host the tournament.
- 4. Arrange all tournament staff to include scorekeepers, timers, sound person, gate and ticket personnel, announcer, security, clean-up, concessions, etc. and in general organize the staff to assist with team rotation and running the tournament.
- 5. Arrange for medical personnel to be on site to assist with emergencies. Medical personnel should be present at all sanctioned events.
- 6. Contact the Booking Agent to assign the officials and determine the Head Judge.
- 7. Remain in contact with the Head Judge and communicate competition roster and itinerary with updates, times, or any changes that may occur prior to competition.
- 8. Obtain information concerning pay for the officials and plan with the booking agent how payment will be made and when. The booking agent will help to determine the amount.

- a. During regular season all officials will be paid \$8 per team at the varsity and junior varsity level up to the first twenty (20) teams.
  - b. During regular season all officials will be paid \$7 per team for each team above the twenty teams defined in item one.
  - c. No transportation will be paid to officials.
  - d. At region each judge will be paid \$45 per region judged.
9. Arrange an area for officials to meet prior or during the competition away from the teams, coaches, and spectators.
  10. Provide adequate score sheets, master tally sheets, penalty sheets for the officials.
  11. Coordinate the running of the tournament and remain accessible to the staff and officials should any issues arise.
  12. Coordinate the rotation schedule and should any emergencies occur consult the head judge and make adjustments as needed.
  13. Inform the judges of any changes or adjustments that may need to be made due to issues such as sound system malfunctions or issues in the warm-up area. Adjust the time and the rotation as needed.
  14. Address any issues that may occur with spectators and involve security as needed.
  15. Ensure that the Head Judge has viewed the master score sheet and has signed in the appropriate places. All final tally sheets should be signed by the Head Judge.
  16. Complete the awards ceremony. Prior to the presentation of the awards all awards should be displayed.
  17. Distribute copies of team score sheets and the tally sheets to all participating teams.
  18. Place the mats in the appropriate manner as designated by the GHSA.
    - a. Mats should be 42' by 42'.
    - b. Mats must be a minimum of 1 and 3/8 inches thick.
    - c. Mats cannot be spring floors.
    - d. Mats must be **Blue** at all GHSA sanctioned events.
    - e. The competitive mat is the competition floor. White tape may be used around the boarder to indicate to the cheerleader the edge of the mat is near. However the entire mat is considered the competition area.
    - f. Out-of-bounds will be considered stepping off of, tumbling off of, stunting off of, jumping off of or performing off of the mat.
    - g. Officials can request that a host school place the mats appropriately before a competition begins.
    - h. In the case of an injury or accident, mats must be appropriately cleaned of any bodily fluids before competition can resume.
    - i. Mats must be placed according to GHSA rules and failure to do can result in a penalty for the host school.
      - i. Locate the center by measuring front-to-back and side-to-side.
      - ii. Mark it with an X. It can be marked with blue or white tape.
      - iii. Measure three feet either side of it and this where the first blue strips will be placed on the mat from back to front, perpendicular to the judges' table.
      - iv. From there measure 6' on either side of that line and continue to do so. There will be six lines of blue tape from back to front.
      - v. White tape may then be placed around the border of the mat to define the ends of the mat. This does not define the boundary. It is only a safety precaution.
      - vi. When completed the length of the mats run parallel to the judges' table.
      - vii. Mat placement: 7 mats wide, 7 mats long

Example:

Back of the mat

			Center			

Center Front of Mat  
Judges' Table

- **Tournament Officials**

1. **The Judging Panel**

- a. Shall consist of the Head Judge, four routine judges, and two safety judges. This would be a total of 7 judges.
- b. The panel will be assigned by the Booking Agent representing the association.
- c. The Head Judge will be assigned by the Booking Agent. They will be knowledgeable of the score sheet and the scoring guide provided by the GHSA as well as the NFHS safety rules and the GHSA guidelines.
- d. The Routine Judges will be assigned by the Booking Agent. They will be familiar with the score sheet and the scoring guide.
- e. The Safety Judges will be knowledgeable of NFHS safety rules and the GHSA guidelines.
- f. Both Safety Judges will assist in the counting of team members who are participating and in the number of skills executed by the team.

**(Please reference "Judging Guide Manual" for job descriptions of each official.)**

2. **The Timer and Timing Guidelines**

- a. The timer will work with the judging panel and time the routine following GHSA procedures in timing.
- b. The timing of the routine will begin with the first movement, first word, or first musical sound in the routine.
- c. When beginning with a stunt or pyramid, the team may set and prepare to build prior to beginning the routine time. **The flyer must have one foot on the floor ready to begin the stunt and in preparation of the signal to begin.**
- d. The timing of the routine ends with the last motion or word of the routine.
- e. If a routine ends with a stunt or pyramid, the timing will end with the highest point of the stunt or pyramid. Any fall or error which occurs after the stunt or pyramid has hit the highest point will not count against the team.
- f. **Tumbling outside** of a routine is illegal and will result in a violation as well as a penalty. Time will begin when the team member tumbles. A team member cannot tumble on or off the mat. It will be a GHSA violation.
- g. The timer will meet with the Tournament Host and the Head Judge to review instructions.

- h. The timer will check all stop watches/clocks to make sure they are operational.
- i. The timer should sit by the Safety Judge and help to maintain the Safety Score Sheet by assisting in the recording the times of each routine on the Safety Infraction Sheet.
- j. The timer will verify the exact time that a routine stops and verify start times with the judges when a routine has been stopped for any reason.
- k. The timer may confer with the sound technician concerning the time a routine was stopped or an injury occurred if there are any concerns with the clock. If the sound technician has no way to monitor time then the Head Judge and the Safety Judge will determine the starting point for judging of the remainder of the routine.
- l. Good judgment should be used when calling overtime violations. If a team is five seconds or less over the time limit, consideration should be given to when the clock was actually stopped and the Head Judge should select not to impose the penalty.
- m. Timing Infractions:
  - i. Timing infractions occur for overtime of the competition routine or delay of the meet.
  - ii. For each fifteen (15) seconds or portion thereof, a five (5) point deduction is assessed.
  - iii. There will be a (5) point deduction for delay of meet. A team has thirty (30) seconds to begin once the announcer says, "You may begin". "You may begin" must be stated upon the signal of the Head Judge.
  - iv. There will be a five (5) point deduction for delay of meet if a team fails to line up at the mat when called by the announcer. A team will have thirty seconds (30) to enter and begin to line up at the mat. Teams must be in a position to begin the rotation for competition and ready to perform when their name is called.
  - v. After a reasonable time and if a team has not reported, the rotation should continue and the team may be eliminated from competition.
  - vi. If a mechanical failure occurs during the music portion of the routine, the Head Judge will determine when the mechanical error occurred, at what point the routine/music stopped, and will give a signal to the other judges when it is time to begin judging again. The music may begin at the beginning of the routine and the timer may time the whole routine again.
  - vii. **Music Considerations**
    - 1. The length of the routine shall be two minutes and thirty seconds; however there is no limit of how much of that time music can be used. Music may be a part of the entire routine but should not exceed the two minutes and thirty seconds.
    - 2. **Principals and/or Athletic Directors must review the music to be used for the school's routine. Music cannot contain profanity, suggestive and inappropriate language A sportsmanship deduction can be made for inappropriate music.**
    - 3. The music (CD) should be furnished by the school and labeled with the school name. The coach should maintain two copies.
    - 4. All music should be of professional quality. It is suggested that all music be recorded on CD-R discs. The use of paper labels is not recommended. A soft sharpie marker should be used to write the name of the school on the disc.

### 3. Scorers and Scorekeeping guidelines

- a. The Scorers will meet with the Head Judge prior to the competition to review procedures and guidelines for scoring.
- b. The scorer will add all judge' scores and record totals on the Judging Tally Sheet and on the individual judges' score sheets.
- c. The scorers will follow GHSA procedures when adding the score sheets.
  - i. Each individual judge's sheet will be tallied, making sure all areas are scored.
  - ii. The Scores will then be transferred to the Tally Sheet.
  - iii. The high and low scores for each team will be struck through on the Tally Sheet.
  - iv. The remaining three scores will be totaled on the Tally Sheet.
  - v. Deductions from the Safety Infraction Score Sheets will be added and recorded on the Tally Sheet. The deduction will be taken from the total of the three judges' scores.
  - vi. Ties will then be broken by:
    1. Adding the high and low score back in and looking at the totals of the tied teams.
    2. The tied teams will then be placed in order by their total scores leaving any teams scoring above them in their place.
    3. If a tie remains, the Head Judge will confer with the routine judges and make a decision after consideration is given to and in this order:
      1. The skills scores first
      2. The deductions second
      3. Performance notes third
  - vii. Deductions may be made for the following reasons:

1. NFHS violations (Minor) / Section 1 and 3 and inattentive spotter	5 Points
2. For each violation/participant in violation of the rule NFHS violations (Major) / Section 4 – 11	10 Points for each rule violated
3. Sportsmanship – each violation NFHS violations – (Major)/Section 2	10 Points
4. Improper Uniform To including jewelry, glitter, hair, nails, shoes, shoestrings, hair ribbons, clasp etc.	5 each
5. Falls	5 each
6. Tumbling outside of routine	5 each
7. Boundary violations	5 each
8. Delay of meet	5 each
9. Timing Infraction (5 points per each 15 Seconds)	5 plus
- d. All scores are final. There are no protests.
- e. Disqualifications:
  - i. Too many team members
  - ii. Illegal substitutions

1. Ineligible student on the team
2. Person not on the team participating
- iii. Unauthorized props (Props are defined as the use of any item other than poms to initiate crowd response.)
  1. No part of a uniform may be used as a sign, to include briefs, socks, items worn as a part of the uniform or under a uniform such as T-shirts.
  2. No signs are allowed

#### 4. Announcer

- a. Prior to the beginning of the tournament the announcer should meet with the Head Judge and Tournament Director to review procedures.
- b. Should announce teams using the correct procedures as defined by the GHSA: (\_\_\_\_\_ is the name of the school.)
  - i. "Taking the floor now \_\_\_\_\_"
  - ii. "On Deck is \_\_\_\_\_"
  - iii. "In the hole is \_\_\_\_\_"
  - iv. Once a team is lined up behind or beside the mat the announcer will announce, "\_\_\_\_\_, You may take the floor."
  - v. The announcer will then receive a signal from the Head Judge and will announce "\_\_\_\_\_, You may begin."

#### 5. Sound Technician

- a. Is responsible for supervising the set-up and operation of the sound equipment.
- b. Is responsible for explaining to the coaches and the tournament host how the music system works.
- c. Remind the coach or person playing the music that they are responsible for starting and stopping the music during the competition.
- d. Should allow for the music person to practice placing the CD into the machine, starting the CD, and stopping the CD.
- e. The sound technician may insert the CD if needed and remove it if needed.
- f. Assist the tournament host and the head judge in determining if there was an error by the sound system or if any issues are due to the music person making a mistake in playing the CD.
- g. If able to do so, will assist with the determination of time called during the errors, injuries, or violations.
- h. The Sound Technician and the Announcer may be the same person.

#### 6. Medical Personnel and Injury/Accident Guidelines

- a. All tournaments are to have medical personnel present. The tournament host will determine the type of personnel needed. It can be a trainer, an EMT, or other emergency personnel available to assist in a medical emergency.
- b. First aid and medical supplies should be available in an emergency.
- c. **Schools needing taping for non-emergency situations should provide their own tape The team should bring tape to the competition. Be prepared!**
- d. The tournament host should have a list of emergency telephone numbers such as paramedics, hospitals, doctors available in the area. An emergency plan should be in place and all tournament personnel aware of the plan and procedures.

- e. When an emergency or an injury occur the host and officials should stop the competition until the injured person can be removed from the warm-up or competition floor.
- f. Correct procedures should be followed in the handling of the injury and the resuming of the competition.
- g. Teams must be allowed warm-up times and the rotation should be adjusted so that teams warm-up prior to competing on the floor. If teams have waited an extended period of time, then the warm-ups for those teams waiting must begin again.
- h. After an injury has occurred the tournament host will consult the Head Judge and determine the order of rotation should the team with the injured player decide to return to competition.
- i. An athlete who exhibits signs, symptoms or behaviors consistent with a concussion (such as a loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by the appropriate health-care professional. (NFHS Rule: 2-1-14; Refer to NFHS Suggested Guidelines for Management of Concussion)
- j. A team member who has a minor injury should not be allowed to return without the release of the medical personnel who are on site.
- k. Team members who are bleeding, or have an open wound, or have excessive amounts of blood, may not participate in any event until the appropriate treatment is administered and the uniform or body has been cleaned. (NFHS RULE: 2-1-13)
- l. An injury can result in a change in the order of appearance.
- m. The coach must select if the team is to proceed, withdraw, or substitute. The coach must notify the Tournament Host and the Head Judge of their decision.
- n. The same procedures that are followed for a mechanical failure will be followed in performing, timing, and scoring of the routine.

# National Federation of High Schools 2011 -2012 Spirit Rules Changes

NFHS Spirit Rules Books  
may be purchased from the GHSA Office  
706-647-7473  
[joycekay@ghsa.net](mailto:joycekay@ghsa.net)

Rules Interpretations may be  
found on  
[www.ghsacheerleading.com](http://www.ghsacheerleading.com)

Contact Pam Carter for rules interpretations  
[pcarters@aol.com](mailto:pcarters@aol.com)  
706-576-5397  
334-448-5123

## 2011 – 2012 Spirit Rules Changes

### 2-4-9d

Add d

- a. Hold objects in his or her hand(s)

A spotter is unable to hold objects in his or her hand. The spotter's full attention must be on the flyer. The primary responsibility of the spotter is to protect the flyer. If a spotter's hands are not free, the ability of the spotter to spot safely is greatly diminished.

### 2-5-5g

Delete (c)

Delete last phrase in (g)..... "therefore, all full pendulums require two bases."

Eliminating (c) will allow the top person to land on her/his side. Removing the last phrase of (g) will allow a single-base full pendulum in which the top person drops to the side. These allowances do not present a greater risk than dropping face up or face down.

### 2-5-12c

Add EXCEPTION: A backward leapfrog to a prone position is permitted provided there are at least two catchers and the top person maintains continuous hands-to-hands contact with the post throughout the transition. The original bases, post, and catchers must remain stationary.

This stunt presents minimal risk to participants if adequate restrictions are in place.

### 2-6-2

Basket tosses, elevators and similar multi-base tosses are permitted only on grass (real or artificial) or a mat.

Prohibiting tosses from being performed on hard surfaces is consistent with the NFHS focus of risk minimization.

### 2-6-4c

Quick/load-in tosses that begin with the top person in weight-bearing contact with the performing surface and end in a stunt or pyramid are legal provided the following conditions are met.

- a. (same) The toss does not significantly exceed the height of the intended stunt.

- b. (same) The top person is not tossed again or does not lose contact with the base(s) without first dismounting to a cradle or the performing surface.
- c. (change) The top person does not twist during the release unless it is performed on the grass (real or artificial) or a mat.

Prohibiting airborne twist during quick/load-in tosses from being performed on hard surfaces is consistent with the NFHS focus on risk minimization.

**2-7-7c**

Add c. and add Note

- c. The top person begins from a cradle or the performing surface.

Note: A slight downward swing to prepare for an upward swing is permitted.

Allowing a downward swing from a stunt higher than a cradle presents increased risk to the top person.

**2-8-9b**

A twist to a cradle is permitted only on grass (real or artificial) or a mat.

Prohibiting all twisting cradle dismounts from being performed on hard surfaces is consistent with the NFHS focus on risk minimization.

**2-9-5**

Add new: Airborne twisting tumbling skills are permitted only on grass (real or artificial) or a mat, with the exception of roundoffs and aerial cartwheels.

Prohibiting twisting tumbling skills from being performed on hard surfaces is consistent with the NFHS focus on risk minimization.

**2-14**

Remove rule pertaining to vaults.

Rules pertaining to vaults are now covered in the Non-Release Stunts Section.

**NOTE:**

When reading your spirit rules book keep in mind that when you see an **asterisk (\*)** or a **'P'** beside the rule you will find further clarification in the "Situations Section" or pictures in the "Picture Section".

**Gray highlighting** means a change has been made in the book.

**2011 – 2012  
GHSA  
CHEERLEADING  
SCORESHEET, FORMS,  
JUDGING RUBRICS  
AND GUIDE**

# 2011 GHSA Scoring Instructions and Rubric

As you review the new rubric and guide, please keep in mind that the GHSA must address five levels of All Girl teams as well as Coed teams. All levels of skill and performance must be encompassed into one guide and one score sheet and all information provided must address both teams with low skill levels as well as those with high skill levels. Our officials will face learning a new guide, a new rubric, and a new rules book this year. No matter how good our materials are, if our officials do not score by the rubric and the standards established by the GHSA we will continue to have discrepancies. They will be working hard to bring consistency to our scoring system this year. As we continue to develop this new system we must all be patient and understanding of the major task ahead.

The KEY to this rubric and scoring system is to perform within the means of the squad's skill level, execute all skills solidly, and score high in the execution categories.

## Jumps

- Each member of the team should perform jumps
- All Jumps connected to tumbling will be scored in jumps
- Jumps must be connected. Connected: no pause between jumps
- Triple Combo: 3 connected jumps with tumbling
- Variety – must involve different jumps (consisting of 2 or more different jumps)
  - Low Level Jumps – tuck jumps, spread eagles, banana jumps
  - High Level Jumps – herkie, hurdler, pike, double nine, toe touch

## Standing/Running Tumbling

- Standing Tumbling can be split up into different sections of routine
- Running Tumbling will encompass all running tumbling during the routine

## Partner Stunts/Tosses

- **Body positions:** Liberty, Torch, Arabesque, Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Flexibility Skills:** Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Main/Primary Stunts** will normally include the squad's best and most creative stunts. To MAX out, the squad must complete the skills defined above for the main stunt, plus a Secondary Stunt.
- **Secondary Stunt** will normally be easier skill wise, due to the groups will have minimum required spotters and bases.
  - Examples – coed style extensions, extended single leg stunts
  - Dismounts – specific dismounts are not necessary in secondary stunts
- **Tosses** – can be used in place of the secondary stunt.
  - Advanced tosses include kick double baskets and etc.
  - Intermediate tosses include, but are not limited to: double full baskets, kick single baskets and etc.
  - Basic tosses include, but are not limited to: straight rides, pikes, toe touches and etc.
- **NOTE: If front spots are used on partner stunts, the judges will subtract 1 point from DOD. This applies to using one front or several.**

## Pyramids

- Keep in mind the total number of members on the floor. Obviously, a squad of 16 will have a more intricate pyramid than a squad of 12.
  - Entries:
    - Basic – Straight up to stunt, etc. little creativity, not visual
    - Intermediate – Half up to stunt, etc. moderate creativity, somewhat visual
    - Advanced – Full up to stunt, switch up, ball up, etc. very creative, very visual
- Transitions:
  - Basic – Show and go, single leg show and go, straddle sit, splits, etc. little creativity, not visual
  - Intermediate – Half around back to squish, full around back to squish, flat back back into stunt, helicopter, power press, etc. moderate creativity, somewhat visual
  - Advanced – 1 ½ around back to squish, fly-over, vault, connected release skills (tick tock, ball up, toe touch, full around etc. very creative, very visual

## Pyramids (con't)

- Dismounts:
  - Basic – Straight cradles, pop to squish, etc.
  - Intermediate – Full down cradles, suspended forward rolls, etc.
  - Advanced – Double down cradles, full twist down to squish, etc.
  - **NOTE: Dismounts can occur during or at the end of the pyramid. If a routine ends with a pyramid, the timing will end with the highest point of the pyramid. Any dismount that occurs after the pyramid has hit the highest point will not be judged.**

### Tables/ Charts

#### Jumps, Standing & Running Tumbling

		<i># of team members</i>						
		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of members completing the skill</i>	<b>(-0)</b>	16	15	14	13	12	11	10
	<b>(-2)</b>	14	13	12	11	10	9	8
	<b>(-4)</b>	12	11	10	9	8	7	6
	<b>(-6)</b>	10	9	8	7	6	5	4
	<b>(-8)</b>	8	7	6	5	4	3	2

- Total Team # -0 states that all members of the team should complete the skill.
- Total Team # -2 states that total members minus two must complete the skill. Example: A team of 16 members must have at least 14 members complete a skill; therefore, two members are not jumping, tumbling and/ or etc.
- Note that the numbers are even numbers: -2, -4, -6, -8. Therefore, please understand that Total Team # -2 will encompass -2 and -1 team members. -4 will encompass -4 and -3 team members. Total team -6 will encompass -6 and -5 team members. Total team -8 will encompass -8 and -7 team members.
- Total Team # -6 states that only 10-11 members of a squad of 16 completed a skill.

#### Partner Stunts/ Tosses

<u>Main Stunt</u>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of Stunt Groups</i>	<b>(-0)</b>	4	3	3	3	3	2	2
	<b>(-1)</b>	3	3	3	3	2	2	2
	<b>(-2)</b>	3	3	3	2	2	2	2
	<b>(-3)</b>	3	3	2	2	2	2	1

<u>Secondary Stunt</u>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of Stunt Groups</i>	<b>(-0)</b>	5/6	5	4	4	4	3	3
	<b>(-1)</b>	5	4	4	4	3	3	3
	<b>(-2)</b>	4	4	4	3	3	3	2
	<b>(-3)</b>	4	4	3	3	3	2	2

<u>Tosses</u>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of Groups</i>	<b>(-0)</b>	4	3	3	3	3	2	2
	<b>(-1)</b>	3	3	3	3	2	2	2
	<b>(-2)</b>	3	3	3	2	2	2	2
	<b>(-3)</b>	3	3	2	2	2	2	1

NOTE: (-0, -1, -2, -3) indicates the number of team members not involved in the stunt groups.

- A team with 16 members will be expected to stunt 4 main stunts and either 5 to 6 secondary stunts or throw 4 tosses.
- A team of 16 members stunt 3 main group stunts (Total Groups -1) and 5 secondary stunts... if the squad maxes the DOD, the highest the squad would get would be a 7 in DOD. This squad would need to stunt 4 main groups to max DOD and score an 8.
- Keep in mind that these groups must complete all the skills outlined in the rubric to receive the highest score in DOD.
- If a team has a total of 15 members they are expected to stunt 3 main stunt groups and 5 secondary stunt groups and/ or 3 tosses with the required skills to max out the DOD points.
- Example: One scenario might be - To score an 8 in DOD... A squad of 16 members full up 4 groups and then hits a heel stretch at the top. Then the 4 groups retake the stretch to a squish and transitions to another formation. At this formation the 4 groups perform 4 switch ups to the extended position and perform a scorpion and scale with 4 double downs. The squad completes 5 extended stunt groups elsewhere during the routine.

**2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric**

<b>Jumps</b>						
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
	Jumps w/ limited or no tumbling.		<u>Total Team # -8</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Limited variety.	<u>Total Team # -6</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Limited variety.	<u>Total Team # -4</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Must have variety & be connected.	<u>Total Team # -2</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Must have variety & be connected.
		Triple Jumps with limited or no tumbling.	<u>Total Team # -2</u> Triple combo with <b>handspring</b> and limited variety.	<u>Total Team # -0</u> Triple combo with <b>handspring</b> . Must have variety & be connected.		
		<u>Total Team # -4</u> Single or Double combo with <b>handspring</b> . Must have variety & be connected.	<u>Total Team # -0</u> Single or Double combo with <b>handspring</b> . Must have variety & be connected.			
<b>EXE</b>	<b>1-2</b>		<b>3-4</b>	<b>5-6</b>		<b>7-8</b>
	poor form, dropping chest, bent legs, poor timing, <b>majority</b> hands down/ bust		average technique, members w/ flexed toes & dropped chest, multiple hands down/ bust	above average technique, good timing, few flexed toes, no missed jumps, limited hands down/ bust		excellent technique, perfect timing, no missed jumps, stick landings w/ minimum steps

<b>Standing Tumbling</b>						
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
	Limited tumbling with less than half squad tumbling. Forward rolls, back extension rolls.			<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts, <b>plus 1</b> standing series to full/ standing full.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts, <b>plus 2</b> standing series to full/ standing full(s).	<u>Total Team # -2</u> Tucks or handspring tuck or handsprings to layouts, <b>plus 3</b> or more standing series to full/ standing full(s).
		<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -2</u> Tucks or handspring tucks or handsprings to layouts.		
		<u>Total Team # -4</u> Handsprings	<u>Total Team # -2</u> Handsprings			
<b>EXE</b>	<b>1-2</b>		<b>3-4</b>	<b>5-6</b>		<b>7-8</b>
	poor form and/ or technique, slow and poor timing. <b>majority</b> hands down/ bust		average technique, good timing, multiple hands down/ bust	above average technique, good timing, limited hands down/ bust		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

<b>Running Tumbling</b>						
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
	Limited tumbling with less than half squad tumbling. Cartwheels and round-offs.	Limited tumbling with more than half squad tumbling.		<u>Total Team # -6</u> Round off tucks or handspring tucks plus layouts, specialty passes, <b>plus 1</b> full.	<u>Total Team # -4</u> Round off tucks or handspring tucks plus layouts, specialty passes, <b>plus 2-3</b> fulls.	<u>Total Team # -2</u> Round off handspring tucks. Combination of layouts, specialty passes, <b>plus 4</b> or more fulls.
		<u>Total Team # -4</u> Round off tucks and/ or handspring tucks. <b>Total Team # -8</b> Layouts and variety.	<u>Total Team # -2</u> Round off tucks and/ or handspring tucks. <b>Total Team # -6</b> Layouts and variety.	<u>Total Team # -0</u> Round off tucks and/ or handspring tucks. <b>Total Team # -4</b> Layouts and variety.		
		<u>Total Team # -2</u> Round off handsprings, limited tucks and variety.	<u>Total Team # -0</u> Round off handsprings, limited tucks and variety.			
<b>EXE</b>	<b>1-2</b>		<b>3-4</b>	<b>5-6</b>		<b>7-8</b>
	poor form and/ or technique, slow and poor timing. <b>majority</b> hands down/ bust		average technique, good timing, multiple hands down/ bust	above average technique, good timing, limited hands down/ bust, multiple steps		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

	<b># of members</b>						
	<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b>(-0)</b>	16	15	14	13	12	11	10
<b>(-2)</b>	14	13	12	11	10	9	8
<b>(-4)</b>	12	11	10	9	8	7	6
<b>(-6)</b>	10	9	8	7	6	5	4
<b>(-8)</b>	8	7	6	5	4	3	2

**2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric**

<b>Partner Stunts/Tosses</b>								
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
		<i>Total Groups# -2</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. <b>Less than majority squad single down, pop off, or straight cradle</b> dismounts.	<i>Total Groups# -1</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. <b>Majority squad single down, pop off, or straight cradle</b> dismounts.	<i>Total Groups# -0</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. Squad single dismounts.		<i>Total Groups# -2</i> Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. <b>Majority squad</b> double down dismounts, transitions, <b>plus Total Groups#-2</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -1</i> Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. <b>Majority Squad extended</b> double down dismounts, transitions, <b>plus Total Groups#-1</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. Squad <b>extended</b> double down dismounts, transitions, <b>plus Total Groups#-0</b> extended secondary stunt or advanced tosses.
	Prep level stunts with limited or no flexibility/ body positions. <b>Less than half the squad stunting.</b>	Prep level stunts with a variety of flexibility skills/ body positions. <b>One half the squad stunting.</b>		<i>Total Groups# -2</i> Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. <b>Less than majority squad double or extended single down</b> dismounts, transitions, <b>plus Total Groups#-3</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -1</i> Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. <b>Majority squad double or extended single down</b> dismounts, transitions, <b>plus Total Groups#-2</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. Squad double <b>or extended single down</b> dismounts, transitions, <b>plus Total Groups#-1</b> extended secondary stunt or advanced tosses.		
				<i>Total Groups# -1</i> Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad single or double down dismounts.	<i>Total Groups# -0</i> Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad single or double down dismounts.			
<b>EXE</b>	<b>1-2</b>		<b>3-5</b>		<b>6-8</b>		<b>9-10</b>	
	poor technique, poor timing, several bobbles and multiple dropped stunts, poor dismounts, 3 or more dropped stunts		average technique, good timing, multiple bobbles, not very clean dismounts, 2 dropped stunts		above average technique, very good timing, few bobbles, no missed stunts, clean dismounts, 1 dropped stunt		excellent technique, perfect timing, no bobbles or missed stunts, very clean dismounts, 0 dropped stunts	

<b>Main Stunt</b>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b># of Stunt Groups</b>	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

  

<b>Secondary Stunt</b>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b># of Stunt Groups</b>	(-0)	5/6	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

  

<b>Tosses</b>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b># of Groups</b>	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

## 2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Pyramid				
DOD	1-2	3-4	5-6	7-8
	Basic pyramid elements that include 1 – 2 connected structures with basic entries including but not limited to: straight up stunts, connections at half level, and other basic elements. Basic transitions, lacking complexity. Little creativity and lacking visual.	Intermediate pyramid elements that include 1 – 2 connected structures with moderately creative entries including, but not limited to: half ups, and other intermediate elements. Intermediate transitions. Moderate creativity and somewhat visual. Basic dismounts.	Advanced pyramid elements that include 2 pyramid structures with 1 – 2 advanced entries including, but not limited to: switch ups, full ups, and other advanced elements. 1 – 2 advanced transitions. Creative and visual. Intermediate dismounts or less than majority advanced dismounts.	Multiple advanced pyramid elements that include 2 or more connected structures and 2 advanced entries including but not limited to: switch ups, full ups, and other advanced elements. 2 advanced transitions. Highly creative and very visual. Majority advanced dismounts.
EXE	1-2	3-5	6-8	9-10
	poor technique, poor timing, sloppy transitions, several bobbles and missed elements, multiple drops, poor dismounts	average technique, good timing, not very clean on transitions, multiple bobbles, missed elements, not very clean dismounts	above average technique, very good timing, clean transitions, few bobbles, few missed elements/drops, clean dismounts	excellent technique, perfect timing, very clean transitions, no bobbles or missed elements, very clean dismounts

Dance				
DOD	1-2	3-4	5-6	7-8
	Basic motions and transitions. Very few level changes. Little creativity and lacking visual.	Intermediate motions and transitions. Few level changes. Moderate creativity and somewhat visual.	Advanced motions, with advanced transitions and several level changes. Creative and visual.	Multiple advanced motions with advanced transitions and several level changes. Highly creative/original and very visual.
EXE	poor technique, poor timing, sloppy transitions and formations	average technique, good timing, not very clean on transitions and formations	above average technique, very good timing, clean transitions and formations	excellent technique, perfect timing, very clean transitions and formations

Cheer				
DOD	1-2	3	4	5
	<b>Less than majority squad incorporations.</b> Basic transitions, lacking complexity. Little creativity and lacking visual. Cheer must include motions and words.	<b>Half squad incorporations.</b> Intermediate transitions. Moderate creativity and somewhat visual. Cheer must include motions and words.	<b>Majority squad incorporations.</b> Advanced transitions. Creative and visual. Cheer must include motions and words.	<b>Full squad incorporations.</b> Multiple advanced transitions. Highly creative and very visual. Cheer must include motions and words.
EXE	poor technique, poor timing, sloppy transitions, and volume	average technique, good timing, not very clean on transitions, and volume	above average technique, very good timing, clean transitions, and volume	excellent technique, perfect timing, very clean transitions, excellent volume

**NOTE: Total team must cheer and dance to max out DOD**

# Georgia High School Association

## Competitive Cheerleading – Judging Score Sheet

School: \_\_\_\_\_ Class/ Region: \_\_\_\_\_ Team Members: \_\_\_\_\_ Judge Number: \_\_\_\_\_

Categories	Strong Points	Needs Improvement	Possible Score	Score		
<b>Jumps</b>						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Good Landings <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off <input type="checkbox"/> Improve Landings	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> <b>6</b> <i>Execution</i> <b>8</b>		
<b>Standing Tumbling</b>						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Clean <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off <input type="checkbox"/> Improve Cleaness	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> <b>6</b> <i>Execution</i> <b>8</b>		
<b>Running Tumbling</b>						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> High Difficulty <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off <input type="checkbox"/> Not Clean	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Difficulty	<i>Degree of Difficulty</i> <b>6</b> <i>Execution</i> <b>8</b>		
<b>Partner Stunts/ Tosses</b>						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Clean/ Solid <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Dismounts	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> <b>8</b> <i>Execution</i> <b>10</b>		
<b>Pyramids</b>						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Clean/ Solid <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Dismounts	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> <b>8</b> <i>Execution</i> <b>10</b>		
<b>Dance</b>	<input type="checkbox"/> Good Timing <input type="checkbox"/> Clean/ Solid	<input type="checkbox"/> Good Form <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Energy	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<b>8</b>	
<b>Cheer/ Chant</b>	<input type="checkbox"/> Good Timing <input type="checkbox"/> Clean/ Solid	<input type="checkbox"/> Good Volume <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Increase Volume	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<b>5</b>	
<b>Creativity</b>	<input type="checkbox"/> Creative	<input type="checkbox"/> Visual	<input type="checkbox"/> Add Creativity	<input type="checkbox"/> Add Visuals	<b>3</b>	
<b>Formations/ Transitions</b>	<input type="checkbox"/> Good Timing <input type="checkbox"/> Fluid Movement	<input type="checkbox"/> Good Spacing <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Formations	<input type="checkbox"/> Spacing Off <input type="checkbox"/> Add Variety	<b>3</b>	
<b>Showmanship</b>	<input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Clean/ Solid	<input type="checkbox"/> Good Energy <input type="checkbox"/> Good Facials	<input type="checkbox"/> No Crowd Appeal <input type="checkbox"/> Improve Facials	<input type="checkbox"/> Add Energy <input type="checkbox"/> Add Variety	<b>3</b>	
				<b>Total Score</b>		
_____ <i>Signature</i>						