
Georgia High School Association Scoring Instructions and Rubric



2017-2018



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Cheer Introduction

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

Definitions

Term	Description
Majority	51% or more of the team members execute a required skill. Half of the team plus one. <ul style="list-style-type: none"> 15 members would need 8 members completing the skill to fall in the majority range.
Less than majority	50% or fewer of the team members execute a required skill. Half the team or less. <ul style="list-style-type: none"> A team of 15 members have 7 members complete a skill, then they would fall in the less than majority range.

Total Team Minus

The Total Team members performing the skill is used to determine the DOD in jumps, standing and running tumbling. The following table identifies the number of team members who are not required to perform the skill.

If the rubric reads...	Then...
Total Team# - 0	All team members must perform the skill.
Total Team# - 2	1 and/or 2 team members are not required to perform the skill.
Total Team# - 4	3 and/or 4 team members are not required to perform the skill.
Total Team# - 6	5 and/or 6 team members are not required to perform the skill.
Total Team# - 8	7 and/or 8 team members are not required to perform the skill.

Overall Routine Composition

Overall routine will be evaluated on the following criteria:

- Showmanship, energy level, excitement, crowd appeal, uniformity, genuine enthusiasm, and the athletic sportsmanship.
- A team’s ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal. (*Source: Varsity All Star Scoring guide*)

Explanation of ORC Score

The ORC will be an average of the 6 panel judges’ ORC score.

Jumps should be performed as a team.

- Squads may complete jumps connected to tumbling. However, the jumps will be scored in jumps and the tumbling portion will be scored in standing tumbling.

Definitions

Term	Description
Combo	<p>Connected jumps without a pause in between. All approaches within the jumps must use a whip approach to be connected.</p> <ul style="list-style-type: none"> • A double toe touch. • A toe touch, pike, hurdler that are all connected.
Variety	<p>Involves different jumps</p> <ul style="list-style-type: none"> • A right herkie, toe touch, left herkie all connected would complete the 3-jump triple combo requirement.

Level of Jumps DOD

Jump Level	Description	DOD
Basic	tuck jumps, spread eagles, banana jumps	1-2
Advanced	herkie, hurdler, pike, double nine, toe touch	2-6

Cheer

Cheer Requirements

- A minimum of **3** eight counts of cheer with incorporations.
- The entire team must participate in cheer to receive full credit.
- Athletes must say the words in the cheer.
- Cheer words should be distinct and have a high volume.

Cheer Incorporations

One or more of the following must be incorporated into the cheer to receive **maximum** points:

- Jump, tumbling, stunts, tosses, and/or pyramids

Dance

- A minimum of **4** eight counts of dance.
- The entire team must participate in dance to receive full credit.
- Dance should have level changes, transitions, footwork, and floor choreography to max out.



Panel A – Jumps Rubric

Jumps							
DOD	1	2	3	4	5	6	
				<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>	
		Triple combo of 3 different advanced jumps. Must be connected.					
		<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>			
		Double combo advanced jumps with variety or triple combo advanced jumps with no variety.					
	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>					
	Single or non-connected basic jumps.						
EXE	1-2	3-4	5-6	7-8			
	below average technique, poor form, and timing, missed jumps majority dropping chest, bent legs, flexed toes, and bad landings	average technique and form, very little timing off. Very few missed jumps. some dropped chest, flexed toes, and bad landings	above average technique and form, good timing. No missed jumps no dropped chest, flexed toes, or bad landings,	excellent technique and form, perfect timing. No missed jumps. no dropped chest, all toes pointed, perfect landings			
Cheer							
DOD	1-2	3	4	5			
	Less than majority squad incorporations. Basic transitions, lacking complexity. Slung motions, words not said by entire team. Little creativity and lacking visual.	Half squad to full squad incorporations. Intermediate transitions. Majority sharp intermediate/ advanced motions, words said by most of the entire team. Moderate creativity and somewhat visual.	Majority to full squad incorporations. Advanced transitions. Sharp advanced motions, words said by entire team. Creative and visual.	Full squad incorporations. Multiple advanced transitions. Very sharp/precise advanced motions, words said by entire team. Highly creative and very visual.			
EXE	poor technique, poor timing, sloppy transitions and formations, no volume	average technique, good timing, transitions, and formations need very little clean up, low volume	above average technique, very good timing, clean transitions and formations, good volume	excellent technique, perfect timing, very clean transitions and formations, excellent volume			
Dance							
DOD	1-2	3-4	5-6	7			
	Basic motions and transitions. Very few level changes. Lacks energy, little creativity, lacks originality, and lacking visually.	Intermediate motions and transitions. Few level changes. Average energy, Moderate creativity, with some originality and somewhat visual.	Advanced motions, with advanced transitions and several level changes. Very good energy, creative, original, and visual.	Multiple advanced motions with advanced transitions and several level changes. Excellent energy, highly creative and original, very visual.			
EXE	poor technique, poor timing, sloppy transitions, and formations, poor rhythm	average technique, good timing, not very clean on transitions and formations, average rhythm	above average technique, very good timing, clean transitions, and formations, good rhythm	excellent technique, perfect timing, very clean transitions, and formations, excellent rhythm			
Overall Routine Composition							
	1-3	4-6	7-8	9-10			
	Below average overall impression, cleanliness of routine and pacing throughout. Below average routine layout, choreography with skills and use of the floor space. Little to no creative formations, transitions, no moments of innovative, visual, and intricate choreography. Below average level of energy, excitement, enthusiasm, and showmanship.	Average overall impression and cleanliness of routine, pacing throughout. Average routine layout, choreography with skills and use of floor space. Few creative formations, transitions, moments of innovative, visual, and intricate choreography. Average level of energy and excitement, enthusiasm, and showmanship.	Clean routine and good overall impression. Good pacing throughout. Solid routine layout and good use of choreography with skills and of floor space. Some creative formations and transitions. Some innovative, visual, and intricate choreography. Mid to high level of energy and excitement. Genuine enthusiasm and showmanship.	Very clean routine and excellent overall impression. Excellent pacing throughout. Solid routine layout and excellent use of choreography with skills and use of floor space. Creative formations and transitions. Innovative, visual, and intricate choreography. Highest level of energy and excitement. Genuine enthusiasm and showmanship.			

COMPETITIVE CHEERLEADING OFFICIAL'S SCORE SHEET



PANEL A – JUMPS/CHEER/DANCE

SCHOOL	NUMBER ON SQUAD	CLASS/REGION	PANEL	
			A	
JUMPS			SCORE	
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Good Height	<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Good Timing	DOD 6
<input type="checkbox"/> Landings Together	<input type="checkbox"/> Good Form	<input type="checkbox"/> Feet Together	<input type="checkbox"/> Straight Legs	
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Work on Height	<input type="checkbox"/> Flexed Toes	<input type="checkbox"/> Timing Off	EXE 8
<input type="checkbox"/> Bad Landings	<input type="checkbox"/> Dropped Chest	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Bent Legs	
CHEER/CHANT				
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Sharp Motions	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Timing	DOD/EXE 5
<input type="checkbox"/> Good Formations	<input type="checkbox"/> Good Projection	<input type="checkbox"/> Good Expression	<input type="checkbox"/> Good Cheer/Chant	
<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Tighten Motions	<input type="checkbox"/> Add Incorporations	<input type="checkbox"/> Timing Off	
<input type="checkbox"/> Include/Say Words	<input type="checkbox"/> Increase Volume	<input type="checkbox"/> Must Involve Team	<input type="checkbox"/> Needs More Counts	
DANCE				
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Level Changes	<input type="checkbox"/> Good Formations	<input type="checkbox"/> Good Timing	DOD/EXE 7
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Good Energy	<input type="checkbox"/> Good Motions	<input type="checkbox"/> Advanced Motions	
<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Add Level Changes	<input type="checkbox"/> Formations Off	<input type="checkbox"/> Timing Off	
<input type="checkbox"/> Rhythm Off	<input type="checkbox"/> Lacks Energy	<input type="checkbox"/> Tighten Motions	<input type="checkbox"/> Lacks Originality	
SUBTOTAL SCORE				
OVERALL ROUTINE COMPOSITION				
<input type="checkbox"/> Innovative	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Good Flow/Pace	
<input type="checkbox"/> Crowd Appeal	<input type="checkbox"/> Solid Routine	<input type="checkbox"/> Nice Variations	<input type="checkbox"/> Good Energy	
<input type="checkbox"/> Add Innovation	<input type="checkbox"/> Clean up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Improve Flow/Pace	
<input type="checkbox"/> No Crowd Appeal	<input type="checkbox"/> Improve Layout	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Improve Energy	
Official 1 – Overall Composition			10	
Official 2 – Overall Composition			10	



Panel B - Tumbling

The officials need to see what the Squad can do as a team. It is recommended that teams tumble in sections of the routine as a squad and not randomly throughout the routine.

- If squads re-use/repeat the same tumbler, officials will not be able to distinguish what the squad can do as a group.
- An official will assume that if an athlete performs a higher-level skill, then that athlete can also perform the lower level skill and give credit for that skill..

Examples

- If an athlete performs a round off back handspring full, then an official must assume that the athlete can also perform a round off back handspring tuck or layout.
- If an athlete performs a standing tuck, an official must assume that the athlete can also perform a standing back handspring.

Definitions

Term	Description
Standing Tumbling	A tumbling skill (series of skills) performed from a standing position without any previous forward momentum. Any number of steps backward prior to execution of tumbling skill(s) is defined as standing tumbling. (Source: usasf.net)
Running Tumbling	Tumbling that is performed with a running start and/or involves a step or a hurdle (etc.) used to gain momentum as an entry to another skill. Any type of forward momentum/movement prior to execution of the tumbling skill(s) is defined as running tumbling. (Source: usasf.net)
Entry	Officials will watch the entry into the skill. <ul style="list-style-type: none"> • Cartwheel: Defined as standing tumbling because that is what initiates the skill. • Round-off: Defined as running tumbling because of the momentum it generates. • A step hurdle into a cartwheel will be judged as running.
Full through to Full	A team member performing a full through to full tumbling pass will count as <u>2</u> fulls. <ul style="list-style-type: none"> • Two (2) will be the maximum credit given per athlete.
Specialty Pass	Running tumbling across the mat that contains skills from the following during the pass. <ol style="list-style-type: none"> 1. Contains possibly: back handspring, step outs, whips, Arabians, front walk-over/handspring, aerial, or punch front 2. Ends: A tuck or higher.

Execution – Fall

When a team member executes a back-handspring with the hands touching the floor the judge cannot assume that the team member intended to execute a tuck. Placing one’s hands on the floor during the execution of a tuck is not a fall to the floor. It is an execution error. Based on how the skill is executed, it may be scored as a back-handspring. When tumbling, a fall is considered a fall to the floor with the flyer lands on their hands, legs, knees, back, head, rear, elbows, and so on, that was not considered a part of the original landing.



Panel B – Standing/Running Tumbling Rubric

Standing Tumbling						
DOD	1	2	3	4	5	6
	Forward rolls, back extension rolls, standing cartwheels.			<u>Total Team # - 6</u>	<u>Total Team # - 4</u>	<u>Total Team # - 2</u>
				Tucks or handspring tucks or handsprings to layouts		
				<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	
		<u>Less than majority</u>	<u>Majority</u>	Tucks and/or handspring tucks or handsprings to layouts.		
		Handsprings, Tucks or handspring tucks or higher skill.		<u>Total Team # - 0</u>		
	Handsprings					
EXE	1-2	3-4	5-6	7-8		
	poor form, technique, and timing, many bent legs/bodies	average form, technique, and timing, very few bent legs/bodies	above average form, technique, and timing, minimum bent legs/body	excellent form, technique, and timing. no bent legs/body		
	5 or more hands-down/bust, many multiple steps w/ many unsteady landings	3-4 hands-down/bust, many multiple steps w/ some unsteady landings	1-2 hands-down/bust, multiple steps w/ minimum unsteady landings	no missed tumbling/bust, minimum steps w/ solid landings		
Running Tumbling						
DOD	1	2	3	4	5	6
	Running cartwheels and round-offs.			<u>Total Team # - 6</u>	<u>Total Team # - 4</u>	<u>Total Team # - 2</u>
				Round off tucks or handspring tucks or layouts or specialty passes		
		<u>Total Team # - 6</u>	<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>	
		Round off tucks and/ or handspring tucks.				
		<u>Total Team # - 8</u>	<u>Total Team # - 6</u>	<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	
		Layouts and specialty passes.				
		<u>Less than majority</u>	<u>Majority</u>			
		Round off handsprings, limited tucks.				
EXE	1-2	3-4	5-6	7-8		
	poor form, technique, and timing, many bent lets/bodies	average form, technique, and timing, very few bent legs/bodies	above average form, technique, and timing, minimum bent legs/body	excellent form, technique, and timing. no bent legs/body		
	5 or more hands-down/bust, many multiple steps w/ numerous unsteady landings	3-4 hands-down/bust, many multiple steps w/ unsteady landings	1-2 hands-down/bust, multiple steps w/ minimum unsteady landings	no missed tumbling/bust, minimum step w/ solid landings		
Overall Routine Composition						
	1-3	4-6	7-8	9-10		
	Below average overall impression, cleanliness of routine and pacing throughout. Below average routine layout, choreography with skills and use of the floor space. Little to no creative formations, transitions, no moments of innovative, visual, and intricate choreography. Below average level of energy, excitement, enthusiasm, and showmanship.	Average overall impression and cleanliness of routine, pacing throughout. Average routine layout, choreography with skills and use of floor space. Few creative formations, transitions, moments of innovative, visual, and intricate choreography. Average level of energy and excitement, enthusiasm, and showmanship.	Clean routine and good overall impression. Good pacing throughout. Solid routine layout and good use of choreography with skills and of floor space. Some creative formations and transitions. Some innovative, visual, and intricate choreography. Mid to high level of energy and excitement. Genuine enthusiasm and showmanship.	Very clean routine and excellent overall impression. Excellent pacing throughout. Solid routine layout and excellent use of choreography with skills and use of floor space. Creative formations and transitions. Innovative, visual, and intricate choreography. Highest level of energy and excitement. Genuine enthusiasm and showmanship.		

COMPETITIVE CHEERLEADING OFFICIAL'S SCORE SHEET



PANEL B – STANDING/RUNNING TUMBLING

SCHOOL	NUMBER ON SQUAD	CLASS/REGION	PANEL
			B
STANDING TUMBLING			SCORE
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Stuck Landings	<input type="checkbox"/> Good Form	<input type="checkbox"/> Good Timing
<input type="checkbox"/> Good Difficulty	<input type="checkbox"/> Legs Together	<input type="checkbox"/> Straight Legs	<input type="checkbox"/> Good Precision
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Unsteady Landings	<input type="checkbox"/> Improve Form	<input type="checkbox"/> Timing Off
<input type="checkbox"/> Add Difficulty	<input type="checkbox"/> Hands Down/Bust	<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Multiple Steps
			DOD
			6
			EXE
			8
RUNNING TUMBLING			
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Stuck Landings	<input type="checkbox"/> Good Form	<input type="checkbox"/> Good Timing
<input type="checkbox"/> Good Difficulty	<input type="checkbox"/> Legs Together	<input type="checkbox"/> Straight Legs	<input type="checkbox"/> Good Variety
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Unsteady Landings	<input type="checkbox"/> Improve Form	<input type="checkbox"/> Timing Off
<input type="checkbox"/> Add Difficulty	<input type="checkbox"/> Hands Down/Bust	<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Multiple Steps
			DOD
			6
			EXE
			8
SUBTOTAL SCORE			
OVERALL ROUTINE COMPOSTIION			
<input type="checkbox"/> Innovative	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Good Flow/Pace
<input type="checkbox"/> Crowd Appeal	<input type="checkbox"/> Solid Routine	<input type="checkbox"/> Nice Variations	<input type="checkbox"/> Good Energy
<input type="checkbox"/> Add Innovation	<input type="checkbox"/> Clean up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Improve Flow/Pace
<input type="checkbox"/> No Crowd Appeal	<input type="checkbox"/> Improve Layout	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Improve Energy
Official 3 – Overall Composition			10
Official 4 – Overall Composition			10
OFFICIAL 3 SIGNATURE		OFFICIAL 4 SIGNATURE	

Panel C – Partner Stunt/Pyramids

The officials need to see what the squad can do as a team. If squads re-use/repeat stunts elsewhere in the routine, officials will not be able to distinguish what the squad can do as a group. Therefore, it is imperative that teams stunt in sections of the routine as a squad and not randomly throughout the routine.

Definitions

Term	Description
Fall	A body part, other than the sole of the shoe, coming into contact with the performance surface during the execution of a stunt/skill. Falling to the floor with a body part landing on the floor such as hands, knees, legs, back, head, rear, elbow, and so on. <ul style="list-style-type: none"> A stunt group falling to the floor will count as 1 fall.
Drop	A stunt/skill being attempted that comes down early. It may then be put up again; however, it is clear to the officials that the stunt was not executed as intended.
Missed Stunt	A skill is attempted but does not hit the appropriate position or height as the other stunts. <ul style="list-style-type: none"> Failure to hit a heel stretch and instead remaining in a platform or liberty.
Bobble	When a flyer hits a stunt/skill and wobbles, shakes, swings their arms but the stunt remains in the air.
True Full up	Bases remain stationary and flyer rotates 360°.
Entry	The beginning or mounting phase of a stunt, where one foot/hand(s) starts on the performing surface or in a loading position.
Structure	A place in a pyramid when flyers connect (hand-hand or hand-foot) and pause to show a defined position. This is also known as a picture.
Extended Stunt/Position	The supporting hand(s) of the base(s) is/are above the head. (<i>Source: NFHS</i>)

DOD – Intended Height

A judge will give credit for those stunts that go to the intended height of the stunts. Stunts that do not go to the intended height will not be factored into the scoring of the Degree of Difficulty. This is in Primary and Secondary Stunts as well as Pyramids.

- A team attempts to execute four liberty heel stretches. One does not make it up and the second one dismounts to the floor prior to hitting the highest point. Hence, two of the four of the stunts did not make it to the intended height. Thus, the team is only given credit for the two stunts that reach the intended height/hit.

Partner Stunts/Tosses

All groups must demonstrate stability at the extended point of the executed stunt. This **cannot** be a show & go style execution. All stunts must have the required spotters and bases.

Level	Description								
Primary Stunts	<p>A squad's best and most creative stunts. More than one person working together as a team to execute the skill.</p> <ul style="list-style-type: none"> All required elements should be executed during one section of the routine to receive full credit. 								
Secondary Stunts	<p>Basic two-legged stunts, to one-legged extended stunts, and high flying basket tosses.</p> <ul style="list-style-type: none"> Examples – coed style extensions, extended single leg stunts. 								
Tosses	<p>Tosses can be used in place of the Secondary Stunt except for Coed.</p> <table border="1" data-bbox="349 594 1459 852"> <thead> <tr> <th>Level</th> <th>Tosses</th> </tr> </thead> <tbody> <tr> <td>Basic</td> <td>Straight rides, blow outs, pose.</td> </tr> <tr> <td>Intermediate</td> <td>Single full, X-outs, toe touch, pike, ball up star.</td> </tr> <tr> <td>Advanced</td> <td>Kick single or 1 ¼, hitch-kick single or 1 ¼, star single or 1 ¼, toe touch full down, full up toe-touch.</td> </tr> </tbody> </table>	Level	Tosses	Basic	Straight rides, blow outs, pose.	Intermediate	Single full, X-outs, toe touch, pike, ball up star.	Advanced	Kick single or 1 ¼, hitch-kick single or 1 ¼, star single or 1 ¼, toe touch full down, full up toe-touch.
Level	Tosses								
Basic	Straight rides, blow outs, pose.								
Intermediate	Single full, X-outs, toe touch, pike, ball up star.								
Advanced	Kick single or 1 ¼, hitch-kick single or 1 ¼, star single or 1 ¼, toe touch full down, full up toe-touch.								
Dismounts	<p>The ending movement from a stunt or pyramid to a cradle or the performing surface. Movements are only considered dismounts if released to a cradle or released and assisted to the performing surface. Movement from a cradle to the ground is not considered a dismount. (<i>Source: USAF</i>)</p> <ul style="list-style-type: none"> Specific dismounts are not necessary in secondary stunts. 								

Stunt Entries

If a squad performs the **same** entry multiple times it will still only count as one entry.

- If a squad performs a true full up, comes down, and performs another true full up with no other entry, it will count as **one** advanced entry.
- Coed Entries: Walk-ins, Tosses, Cannonballs, J-ups, etc.

Level	Description
Basic	Straight up to stunt, prep level stunts.
Intermediate	Full up, half up to extension, switch up to prep level, inversion from ground to prep level, and invert from prep level to prep level.
Advanced	<p>True full up, switch up, ball ups, invert to extended position, un-braced tick tock, quick toss to extended position.</p> <ul style="list-style-type: none"> For legal ball ups in partner stunts, a quick toss must be utilized. <i>Refer to ghsacheerleading.com for videos.</i> The un-braced tick tock must go from the performing surface or loading position to the extended position, power press/absorb to the prep position, released, and tick tock to the extended position in one continuous motion to count as an entry. <ul style="list-style-type: none"> If the motion is not constant and released, this will not be considered an entry.

Body Positions/Flexibility Skills

Body Position	Flexibility
Heel Stretch	Heel Stretch
Bow & Arrow, Cobra	Bow & Arrow, Cobra
Scale	Scale
Scorpion, Needle	Scorpion, Needle
Front Stretch	Front Stretch
No-hands/Chin Chin/Cry Baby	No-hands/Chin Chin/Cry Baby
Liberty	
Torch	
Arabesque	

Dismounts

Level	Description
Basic	Straight cradles from two legged stunts, pop downs, squish, prone from prep level
Intermediate	1 - 1 ¼ rotation (twist) from prep level single leg position, full down from prep or extended position, 360 down (cork screw) from prep level to a squish or floor, 360 down (cork screw) from extended (two legged) position to a squish or floor, forward suspended roll, prone from extended level, half turn cradle, yoyo
Advanced	1 - 1 ¼ rotation (twist) from extended single leg position, 360 down (cork screw) from extended (single leg) position to a squish or floor, power press prep level kick/toe/pike full

Front Spots

If a front spot is used anytime during the group primary or secondary stunting/tosses, **only** one point will be deducted from DOD. This applies if a front spot is used on one or more stunting groups. One point will not be deducted for a front spot, unless counted as your Secondary Stunt, on a single opening basket or during a show-n-go that is not part of the group primary or secondary stunting/tosses.

Maxing Out in Primary Partner Stunt

- A team with 16 members will be expected to stunt 4 primary stunts executing the max DOD requirements to receive an 8.
- A team of 16 members stunt 3 primary stunt groups, if the squad maxes DOD requirement, the highest DOD the squad will receive is a 7. The 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 primary stunt groups. 3 Stunt groups executing the max DOD requirement would receive a 7. However, if a team has a total of 15 members and stunt 4 main groups with the required skills, they can receive a maximum of 8 for DOD points.

Maxing out in Secondary Partner Stunt/Tosses

- To max out DOD in secondary stunt/tosses, a team of 16 will be expected to do 5 secondary extended single leg stunts or throw 4 advanced tosses to receive a 4.
- If a team has a total of 15 members, they are expected to stunt 4 secondary extended single leg stunts or throw 3 advanced tosses to receive a maximum score of 3 for DOD.
- A team of 15 could max out DOD of 4 if they perform 5 single leg extended stunts. However, a team of 15 members would be unable to legally complete 4 tosses.

COED

Coed teams will be required to demonstrate single based coed stunts during the **Secondary Stunt** sequence to receive credit in the Secondary Stunt category.

Unassisted/Assisted

For the Coed Secondary Stunts, Unassisted and Assisted will be defined as the following.

Level	Description
Assisted	Any contact made to the stunt by any other member of the team. If another member touches the stunt prior to clearly hitting the intended position, then it is assisted.
Unassisted	Stunt completed by only one person and without the help of any other team member. A stunt must hit at the intended position without any assistance or contact to receive full credit.

Scoring Coed

Use these steps when judging Coed.

Step	Action
1	Determine the number of boys on the team. <ul style="list-style-type: none"> Up to 5 boys must perform a Coed stunt.
2	Identify the skills performed by all boys on the team – primarily the skill of the weakest boy.
3	Locate the lowest level skill performed by the boys on the squad on the rubric, this identifies the highest possible Secondary DOD.
4	Identify the total number of stunt groups the entire squad performed.
5	Did the squad perform the required number of stunt groups for the highest possible DOD? <ul style="list-style-type: none"> The highest-level DOD is always based on the Coed stunt, not the all-girl stunt.

Number of Stunt Groups

The team is still required to put up the same number of Secondary Stunts to score within a specific DOD category; however, each male (up to 5 males) must complete the coed requirement.

- If a team of 16 members (with 3 male athletes) intends to MAX out, they would need to put up 5 secondary stunts with 3 of those groups main based by the 3 male athletes. The other 2 secondary stunts will be executed by the remaining female athletes.
- If a squad has more than 5 males on its team, their coach will choose the male athletes best suited to perform the 5 single-based coed stunts.
- If a team of 16 members (with 10 male athletes) intends to MAX out, it would need to put up 5 secondary stunts with 5 of those groups main based by 5 of the 10 male athletes.
- Total Groups for COED secondary stunts does **not** refer to the number of male athletes to be used. This refers to the number of stunt groups.

Coed Max Out DOD

Total Groups	Description
5 Total Groups	A team of 16 with 1 male athlete – to max out at DOD 4, they still must put up a total of 5 secondary stunt groups but the 1 male athlete must complete the coed requirement. The other 4 groups can be all-girl.
4 Total Groups	A team of 15 with 4 male athletes – to score a DOD of 3, they still must put up a total of 4 secondary stunt groups and all 4 male athletes must complete the coed requirement.
3 Total Groups	A team of 12 with 2 male athletes – to score a DOD of 2, they still must put up a total of 3 secondary stunt groups but all 2 male athletes must complete the coed requirement. The other 1 can be all-girl.

Stunting Execution

When stunting, a fall is considered to the floor by a stunt team member, including bases, flyers, and spotters. When a flyer or stunt group falls, a team member must fall to the floor landing on a part of the body such as the hands, legs, knees, back, head, rear, elbow, hand, and so on. *See Fall definition.*

If a person lands on their feet it is not considered a fall. It would be considered an early dismount and/or an execution error. This should be factored into the execution score.

Basket Tosses

Will be scored in the Secondary Stunt skill area on the scoresheet. They are not required. A basket toss can be considered a high-level stunt when it is executed appropriately and safely. A team may score the top score for DOD or EXE without the execution of any basket tosses.

Pyramids

Two or more connected stunt groups built no more than two-and-one-half body lengths high. A squad of 16 will likely have a more intricate pyramid than a squad of 12.

Entries

If a squad performs the same entry multiple times it will still only count as **one** entry.

- If a squad performs a true full up, comes down, and performs another true full up with no other entry, it will count as one advanced entry.

Level	Description
Basic	Straight up to stunt, etc. Little creativity, not visual.
Intermediate	Half up to any level, switch up to prep level, and inversion from ground to prep level. Moderate creativity, somewhat visual.
Advanced	Full up, switch up, ball up, invert to extended position. Very creative, very visual.

Transitions

Level	Description
Basic	Show and go, single leg show and go, straddle sit, splits. Little creativity, not visual.
Intermediate	Half around back to squish, full around back to squish, flat back into stunt, helicopter, power press, and other similarly difficult skills, invert from prep level to prep level or load position. Moderate creativity, somewhat visual.
Advanced	1½ around back to squish, up and over, vault, and release transitions. <ul style="list-style-type: none"> • Release transitions – loss of contact tricks in a pyramid such as a braced tick tock, ball up, toe touch, full around, forward flip, backward flip, etc., that are very creative and visual.

Pyramid Execution

When a pyramid is attempted and part of the pyramid is executed appropriately then the team is given credit for any portion of pyramid that hits. Provided the pyramid reached the intended height, a fall in one stunt group of a pyramid would not prevent the team from scoring a Degree of Difficulty score. Spacing issues, falls/missed elements on one side, and timing issues would be an example of elements that would be scored in the execution of the pyramid. Either side falling may result in a fall deduction if the fall goes to the floor.



Panel C – Partner Stunts/Pyramids Rubric

Primary Partner Stunts								
DOD	1	2	3	4	5	6	7	8
		<u>2 Total Groups</u> Less than majority squad basic dismounts.	<u>3 Total Groups</u> Squad intermediate dismounts.	<u>4 Total Groups</u> Must include 1 basic entry plus 2 body positions with 1 of them being flexibility skill	<u>2 Total Groups</u> Majority squad advanced dismounts.	<u>3 Total Groups</u> Must include 2 advanced entries to the extended position plus 3 body positions with 3 of them being flexibility skills.	<u>3 Total Groups</u> Squad advanced dismounts.	<u>4 Total Groups</u> Squad advanced dismounts.
	<u>1/2 Total Groups</u> Must include 1 basic entry with limited or no flexibility/ body positions. Less than half the squad stunting.	<u>3/4 Total Groups</u> Must include 1 basic entry with flexibility skills/ body positions. One half the squad stunting. Less than majority squad basic dismounts.		<u>2 Total Groups</u> Squad intermediate dismounts.	<u>3 Total Groups</u> Majority advanced dismounts.	<u>4 Total Groups</u> Squad advanced dismounts.		
			<u>2 Total Groups</u> Majority intermediate dismount.	<u>3 Total Groups</u> Must include 2 intermediate entries plus 2 body positions with 2 of them being flexibility skills.	<u>4 Total Groups</u> Squad advanced dismounts.			
EXE	1-2		3-5		6-8		9-10	
	poor technique and timing, poor dismounts, lacks flexibility – poor precision		average technique, good timing, not very clean dismounts, flexibility – average/fair precision		above average technique, very good timing, clean dismounts, flexibility – good precision		excellent technique and timing, very clean dismounts, flexibility – very good precision	
	3 or more dropped stunts; multiple bobbles, falls, or missed stunts.		2 dropped stunts; multiple bobbles, falls, or missed stunts.		1 dropped stunt; limited bobbles, falls, or missed stunts.		0 dropped stunts; no bobbles, falls, or missed stunts.	

Secondary Stunts/Tosses/Coed				
DOD	1	2	3	4
	<u>2 Total Groups</u> extended single leg secondary stunt	<u>3 Total Groups</u> extended single leg secondary stunt	<u>4 Total Groups</u> extended single leg secondary stunt	<u>5 Total Groups</u> extended single leg secondary stunt
	<u>4 Total Groups</u> extended secondary stunt	<u>5 Total Groups</u> extended secondary stunt		
	<u>1 Total Groups</u> advanced tosses	<u>2 Total Groups</u> advanced tosses	<u>3 Total Groups</u> advanced tosses	<u>4 Total Groups</u> advanced tosses
	<u>3 Total Groups</u> intermediate tosses	<u>4 Total Groups</u> intermediate tosses		
	<u>4 Total Groups</u> basic tosses			
	<u>COED</u> Assisted entry to hands/prep level. Then assisted or unassisted extension.	<u>COED</u> Unassisted entry to hands/prep level. Then assisted or unassisted extension.	<u>COED</u> Unassisted entry to hands/prep level. Then assisted or unassisted extended single leg/one-arm skill.	<u>COED</u> Fully unassisted entry completed to the extended position. Then assisted or unassisted extended single leg/one-arm skill.
EXE	1	2	3-4	5-6
	poor technique and timing, poor dismounts, lacks flexibility – poor precision	average technique, good timing, not very clean dismounts, flexibility – average/fair precision	above average technique, very good timing, clean dismounts, flexibility – good precision	excellent technique and timing, very clean dismounts, flexibility – very good precision
	3 or more dropped stunts; multiple bobbles, falls, or missed stunts.	2 dropped stunts; multiple bobbles, falls, or missed stunts.	1 dropped stunt; limited bobbles, falls, or missed stunts.	0 dropped stunts; no bobbles, falls, or missed stunts.

Panel C – Partner Stunts/Pyramids Rubric

Pyramids				
DOD	1-2	3-4	5-6	7-8
	Basic pyramid that includes 1-2 connected structures with basic entries. Basic transitions/ connected release skills, lacking complexity.	Intermediate pyramid that includes 1-2 connected structures with moderately creative entries to the prep level position. Intermediate transitions/release transitions.	Advanced pyramid that includes 2 pyramid structures with 1-2 advanced entries to the extended position using 2 or more synchronized flyers, plus advanced transitions/release transitions.	Highly advanced pyramid that includes 2 or more structures with 2 or more advanced entries to the extended position using 2 or more synchronized flyers, plus 2 or more advanced transitions/release transitions.
<i>Creativity can be the determining factor between the two scores in each range of DOD.</i>				
EXE	1-2	3-5	6-8	9-10
	poor technique and timing, sloppy and slow transitions; lacks synchronization – poor precision	average technique, good timing, not very clean transitions, needs improved synchronization – average/fair precision	above average technique, very good timing, clean transitions, good synchronization – good precision	excellent technique and timing, very clean dismounts, excellent synchronization – very good precision
	several bobbles, falls, or drops; missed elements	multiple bobbles, falls, or drops; missed elements	few bobbles, falls, or drops; few missed elements	no bobbles, falls, or drops; no missed elements
Overall Routine Composition				
	1-3	4-6	7-8	9-10
	Below average overall impression, cleanliness of routine and pacing throughout. Below average routine layout, choreography with skills and use of the floor space. Little to no creative formations, transitions, no moments of innovative, visual, and intricate choreography. Below average level of energy, excitement, enthusiasm, and showmanship.	Average overall impression and cleanliness of routine, pacing throughout. Average routine layout, choreography with skills and use of floor space. Few creative formations, transitions, moments of innovative, visual, and intricate choreography. Average level of energy and excitement, enthusiasm, and showmanship.	Clean routine and good overall impression. Good pacing throughout. Solid routine layout and good use of choreography with skills and of floor space. Some creative formations and transitions. Some innovative, visual, and intricate choreography. Mid to high level of energy and excitement. Genuine enthusiasm and showmanship.	Very clean routine and excellent overall impression. Excellent pacing throughout. Solid routine layout and excellent use of choreography with skills and use of floor space. Creative formations and transitions. Innovative, visual, and intricate choreography. Highest level of energy and excitement. Genuine enthusiasm and showmanship.

COMPETITIVE CHEERLEADING OFFICIAL'S SCORE SHEET



PANEL C – PARTNER STUNTS/PYRAMIDS

SCHOOL	NUMBER ON SQUAD	CLASS/REGION	PANEL
			C
PRIMARY PARTNER STUNTS			SCORE
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Good Flexibility	<input type="checkbox"/> Good Timing
<input type="checkbox"/> Solid Stunts	<input type="checkbox"/> Good Precision	<input type="checkbox"/> Good Variety	<input type="checkbox"/> Creative & Visual
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Add Dismounts	<input type="checkbox"/> Add Flexibility	<input type="checkbox"/> Timing Off
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Front Spots
			DOD
			8
			EXE
			10
SECONDARY STUNTS/ TOSSES/COED			
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Clean Tosses	<input type="checkbox"/> Good Timing
<input type="checkbox"/> Solid Stunts	<input type="checkbox"/> Good Precision	<input type="checkbox"/> Good Variety	<input type="checkbox"/> Creative & Visual
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Add Dismounts	<input type="checkbox"/> Improve Tosses	<input type="checkbox"/> Timing Off
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Front Spots
			DOD
			4
			EXE
			6
PYRAMIDS			
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Clean Transitions	<input type="checkbox"/> Good Timing
<input type="checkbox"/> Very Creative	<input type="checkbox"/> Good Complexity	<input type="checkbox"/> Good Releases	<input type="checkbox"/> Highly Advanced
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Missed Elements	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Timing Off
<input type="checkbox"/> Add Creativity	<input type="checkbox"/> Bobbles/Drops	<input type="checkbox"/> Add Releases	<input type="checkbox"/> Not Connected
			DOD
			8
			EXE
			10
SUBTOTAL SCORE			
OVERALL ROUTINE COMPOSITION			
<input type="checkbox"/> Innovative	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Good Flow/Pace
<input type="checkbox"/> Crowd Appeal	<input type="checkbox"/> Solid Routine	<input type="checkbox"/> Nice Variations	<input type="checkbox"/> Good Energy
<input type="checkbox"/> Add Innovation	<input type="checkbox"/> Clean up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Improve Flow/Pace
<input type="checkbox"/> No Crowd Appeal	<input type="checkbox"/> Improve Layout	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Improve Energy
Official 5 – Overall Composition			10
Official 6 – Overall Composition			10
OFFICIAL 5 SIGNATURE		OFFICIAL 6 SIGNATURE	