

# CHEERLEADING JUDGING SCALES

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## COMMUNICATION

### **0-1 Points**

Low energy, few to no smiles/no facials, words not clear, low/soft voices

### **2-3 Points**

Medium energy, inconsistent smiles, average facials, words not consistently clear, average voices, (ex. Words that fade while building)

### **4-5 Points**

High energy, consistent smiles throughout team, natural facials, clear understandable words, loud voices that do not fade

## PARTNER STUNT DIFFICULTY

### **0-1 Points**

Beginner-Intermediate partner stunt skills, (thigh stands, shoulder straddles, shoulder stands, elevator, extensions, etc.), extended two-legged stunts and below, one-legged non-twisting stunts, performed by the majority of the team throughout the routine. Little to no combination skills and non-twisting dismounts.

### **2-3 Points**

Intermediate-Advanced partner stunt skills, (double base preps/extensions and lib variations, etc.), **two-legged stunts** with **single or double twisting** dismounts, extended **one-legged stunts** with **single twisting** dismounts, performed by the majority of the team throughout the routine. Some combination skills/transitions, visual ins OR outs

### **4-5 Points**

Advanced-Elite partner stunt skills, (lib variations), extended one-legged stunt combination with **double down dismounts** performed by the majority of the team throughout the routine. One stunt sequence must consist of a visible 3 body line sequence that contains at least one transition between bodylines. (Bases must be involved in the transition.) This 3 bodyline stunt sequence requires a creative in AND out. A double is considered a creative out, however there are several other possibilities. A **double down** is required from at least (1) one-legged stunt sequence.

Note:

- **3 bodyline sequence without a transition will max out at a 4.**
- **5-man stunts will max out at 4.**
- **Double downs are required to max out at a 5.**

## **PARTNER STUNTS EXECUTION**

### **0-1 Points**

Numerous mistakes in body alignment, form, timing and synchronization is off, dismounts attempted (see attached reference page)

### **2-3 Points**

Several mistakes in body alignment, form, timing and synchronization is slightly off, dismounts incomplete (see attached reference page)

### **4-5 Points**

Few to no mistakes, excellent technique in body alignment, form. Timing and Synchronization is precise. Dismounts are completed (see attached reference page)

## **PYRAMIDS DIFFICULTY**

### **0-1 Points**

Intermediate pyramids, Pyramid consisting of prep level combinations with only one extended flyer at a time or (2) extended two-legged flyer. Performed by the majority of the team.

### **2-3 Points**

Advanced pyramids, Pyramid consisting of single one-legged extended stunt variations, with creative ins **OR** outs, (2) extended one-legged flyers with simple transitions. Performed by the majority of the team.

### **4-5 Points**

Elite pyramids, Pyramid consisting of multiple structures formed with one-legged extended stunt variations, creative ins **AND** outs, with complex transitions. Performed by the majority of the team.

## **PYRAMID EXECUTION**

### **0-1 Points**

Numerous mistakes in timing, synchronization, and dismounts. Performed with a sub-standard level of technique and perfection. (see attached reference page)

### **2-3 Points**

Several mistakes in timing, synchronization and dismounts. Performed with an average level of technique and perfection. (see attached reference page)

### **4-5 Points**

Few to no mistakes in pyramids in timing, synchronization and dismounts. Performed with a high level of technique and perfection. (see attached reference page)

## **STANDING TUMBLING DIFFICULTY**

### **0-1 Points**

Forward Rolls, Backward Rolls, Cartwheels and Round offs by the majority of the team. (see attached reference page)

### **2-3 Points**

Standing Back Handsprings performed by member(s)/ the majority of the team. (see attached reference page)

### **4-5 Points**

Squad Standing Back Handsprings, Standing Tucks performed by the majority of the team, Specialty combination skills (i.e., back handspring tuck, double back handspring tuck, back handspring full, etc.) performed by members of the team (see attached reference page)

## **STANDING TUMBLING EXECUTION**

### **0-1 Points**

Tumbling performed with a sub-standard level of execution. (Little to no body control while performing skills) Skills are being attempted that have not been mastered by the athlete. Knees and elbows are bent while attempting skills.

### **2-3 Points**

Tumbling performed with an average level of execution. (Little body control while performing skills) Skills are being performed and executed without using proper technique. Knees and elbows are bent while completing skills.

### **4-5 Points**

Tumbling performed with a high level of execution. (Body control displayed throughout the skills) Skills are being performed and executed with proper technique. Knees and elbows are locked while completing each skill.

## **RUNNING TUMBLING DIFFICULTY**

### **0-1 Points**

Cartwheels and round-offs performed by the majority of the team.

### **2-3 Points**

Aerials, front handsprings, round-off back handsprings/ round-off back handspring back tucks performed by the member(s) of the team.

### **4-5 Points**

Majority Round-off Back Handspring Tucks/Round-off Tucks or Tumbling sequences ending with one of the following skills (layouts, x-outs, or fulls) performed by members of the team.

## **RUNNING TUMBLING EXECUTION**

### **0-1 Points**

Tumbling performed with a sub-standard level of execution. (Little to no body control while performing skills) Skills are being attempted that have not been mastered by the athlete. Knees and elbows are bent while attempting skills.

### **2-3 Points**

Tumbling performed with an average level of execution. (Little body control while performing skills) Skills are being performed and executed without using proper technique. Knees and elbows are bent while completing skills.

### **4-5 Points**

Tumbling performed with a high level of execution. (Body control displayed throughout the skills) Skills are being performed and executed with proper technique. Knees and elbows are locked while completing each skill.

## **MOTIONS**

### **0-1 Points**

No Motions evident in your routine or motions performed in stunts and pyramids.

### **2-4 Points**

Slow pace, lacking in variety of level changes, performed with sub-standard technique including poor motion placement and synchronization of foot, arm work.

### **5-7 Points**

Moderately paced, some variety of level changes, performed with average technique including motion placement and synchronization of foot, arm work.

### **8-10 Points**

Fast paced, variety of level changes, performed with advanced technique including intricate body positions and strong synchronization of foot, arm work.

\*\*\*Your score within the range will be determined by the level of execution in which you perform your motions. Fast motions with excellent placement will score higher than Fast motion with good placement.

## **DANCE**

### **0-1 Points**

No dance moves evident in routine or motion performed with minor hip movement.

### **2-4 Points**

Basic dance skills, slow movement and lacking synchronization of foot, arm work, little to no level or formation changes. Little to no footwork or body movement is evident.

### **5-7 Points**

Intermediate dance skills, moderately paced movement and synchronization of foot, arm work, few to some level or formation changes. Few to some footwork or body movement is evident.

### **8-10 Points**

Advanced dance skills quick, sharp movement and strong synchronization of foot, arm work, comprising of multiple level and formation changes creating seamless transitions.

## **JUMPS DIFFICULTY**

### **0-1 Points**

No jumps evident in routine or basic jumps (such as the tuck, spread eagle) performed by members of the squad.

### **2-3 Points**

Advanced jumps (such as the side hurdler, front hurdler, herkie) performed without combinations.

### **4-5 Points**

Elite jumps, (toe touch, pike) performed with variety and combinations.

**Note: Combinations are required to max out at a 5.**

## **JUMPS EXECUTION**

### **0-1 Points**

Poor technique, flexibility, and landings, with major synchronization issues, performed by the majority of the team.

### **2-3 Points**

Average technique, flexibility, and landings, with few synchronization issue, performed by the majority of the team.

### **4-5 Points**

Superior technique, flexibility, and landings, with strong synchronization, performed by the majority of the team.

## **TRANSITIONS, FORMATIONS AND USE OF FLOOR**

### **0-1 Points**

Basic, sloppy transitions, poor spacing and gaps in the routine that distract from the visual effect. (Ex. Unknown placements by participants, gaps on floor, pattern and floor coverage)

### **2-3 Points**

Average transitions, simple spacing and formations in the routine that minimally enhance the visual effect. (Ex. Few participants are unaware of placements, minimal gaps on floor, not centered, Non-balanced Formations)

### **4-5 Points**

Advanced, Clean transitions, good spacing and multiple formations that greatly enhance the visual effect of the routine. (Ex. Participants know patterns and placements, no gaps on floor, Centered, Balanced formations)

## **CREATIVITY, VISUAL EFFECTS**

### **0-1 Points**

No creativity, visual appeal, originality evident in routine.

### **2-4 Points**

Routine displays very little creativity, appeal, originality in the areas such as: baskets (limited to toe touch and pretty girls by members of the squad), the use of signs or props, minimal use of sound effects in music

### **5-7 Points**

Routine displays some creativity, appeal, originality in the areas such as: baskets (limited to single twists and kick singles by members of the squad), the use of signs and props, some use of sound effects in music. Repetition of skills is evident.

### **8-10 Points**

Routine displays many areas of creativity, appeal, originality in the areas such as: (doubles and kick doubles by members of the squad), the use of signs and props, use of sound effects in music that highlight team skills that are being performed, skills are not being repeated.

\*\*\*\*\*The creativity score will represent the originality of your routine. Innovative elements will be rewarded in this category. This category is about the unity that you purposefully thread throughout your routine. For example, your movements/parts of our routine should be structured to match the phrasing of your music. (Ding on a basket or a Boom on a stretch hitting)

Additionally, creative baskets, allowed props, etc... will be reflected here. This category is intended to reward creativity that adds to the appeal of the presentation.

## **FALLS, MARKED**

1 point will be deducted for each of the following mistakes in tumbling and building.

### **Partner Stunt Mistakes (PS)**

Individual stunts that fall to a cradle early

Individual stunts that fall to a pop down dismount

Individual Stunts that fall to the ground (Top person lands on ground or multiple bases land on ground)

### **Pyramid Mistakes (PY)**

Individual stunt that performs an error during the pyramid sequence resulting in an early cradle or a fall.

### **Standing Tumbling Mistakes (ST) / Running Tumbling Mistakes (RT)**

Drops to the floor during tumbling (knees touching the ground in back handsprings and tucks)

## Reference Page

**Definition:** Creative ins and outs is any movement other than straight up or straight down when entering or dismounting from stunts and pyramids.

- Walk- in elevators and Step-in elevators are considered straight up.
- A Bump down **IS** considered a straight down.

**Bodylines:** When considering a 3 bodyline sequences for stunts, a bodyline refers to a stunt position such as: a liberty, an arabesque, a scale, a scorpion, etc.....

## Appropriate Music and Moves

**Appropriate Music** is that which enhances the skills performed and the style/mood of the routine. It contains no profanity and no sexually explicit content. It portrays a positive image of the school and contains no unsportsmanlike material. Music is well used and moves are creative, have variety, and are appropriate for intended audience. **Judges may not deduct points just because they personally do not like the music chosen for a routine.**

**Appropriate Moves** are those that enhance the skills performed and the style/mood of the routine with no sexually explicit content. It portrays a positive image of the school and contains no unsportsmanlike material.

## Technical Merit vs. Execution

By separating technical merit and execution scores, judges focus on which skills were performed, the degree of perfection with which they were performed, the way the skills were presented and the overall impression they are left with as a routine ends.

Judges are instructed NOT to double deduct for Major Falls in Building and Tumbling categories.

Bobbles are determined as the following, which will be deducted in execution ONLY:

- Hands down on Back Handsprings/Tucks
- Stunts and Pyramids that almost fall but are saved
- Incomplete twisting cradles
- Tripping on floor while transitioning
- Hands or Knees touching the ground during a cradle or dismount
- Severe balance checks
- Severe timing issues

Fall Deductions will be determined from what is listed on the prior pages.