



2019—2020 SCHOOL SCORING SYSTEM

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TOSS DIFFICULTY	STANDING TUMBLING	RUNNING TUMBLING	JUMPS
3.0	3.0		3.0	3.0	3.0
Skills performed do not meet Low Range Requirement	Skills performed do not meet Low Range Requirement		Less than majority performs any tumbling skills	Less than majority performs any tumbling skills	Less than majority performs any jumps
3.0 — 3.5	3.0 — 3.5	3.5	3.0 — 3.5	3.0 — 3.5	3.5
Majority participate in 1 Level Appropriate Building Skill	1 different Level Appropriate Skills, 1 structure	No Toss was performed	Majority performs rolls, cartwheels or walkovers	Majority performs cartwheels or roundoffs	Majority of the team performs advanced jumps that are not connected
3.5 — 4.0	3.5 — 4.0	4.0	3.5 — 4.0	3.5 — 4.0	4.0
Majority participate in 2 different Level Appropriate Building Skills	2 different Level Appropriate Skills, 2 structures	Less than a Majority of the team performs a toss	Majority performs standing back handsprings	Majority performs passes containing back handsprings or back handspring series	Majority of the team performs 2 connected advanced jumps Must be synchronized and include a variety
4.0 — 4.5	4.0 — 4.5	4.5	4.0 — 4.5	4.0 — 4.5	4.5
Majority participate in 3 different Level Appropriate Building Skills	3 different Level Appropriate Skills, 2 structures	Majority of the team performs a level appropriate toss	Majority performs standing hand-spring series	Majority performs passes containing back tucks	Majority of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety
ADVANCED TEAMS ONLY					
4.5—5.0	4.5—5.0	5.0	4.5—5.0	4.5—5.0	5.0
Majority participate in 4 different Level Appropriate Building Skills	4 different Level Appropriate Skills, 2 structures	Majority of the team performs a level appropriate toss rippled or synchronized in the same section	Majority performs standing tucks or handspring through to tucks	Majority performs passes containing layouts or fulls	Majority of the team performs 4 connected advanced jumps or 3 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety

EXECUTION	
3.5—4.0	Less than 50% of the athletes execute excellent precision and form
4.0—4.5	50% of the athletes execute excellent precision and form
4.5—5.0	75% of the athletes execute excellent precision and form

STUNT/PYRAMID CREATIVITY	
2.0 - 2.3	Less than 50% of the stunt/pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills
2.3 - 2.5	50% of the stunt/pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills

STUNT/TOSS MAJORITY CHART	
# OF ATHLETES	MAJORITY
5—11	1
12—15	1
16—19	2
20—23	3
24—27	4
28—30	4
31—38	5

OVERALL	
DANCE	
7.0—10.00	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
FORMATIONS/TRANSITIONS	
7.0—10.00	A team's ability to demonstrate special awareness and position themselves in formations with correct distances between each other and throughout transitions.
PERFORMANCE	
7.0—10.00	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
ROUTINE COMPOSITION	
7.0—10.00	A team's ability to demonstrate 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.

NOTE: Skills not performed by not the majority of athletes will be placed in the range below. .



School Scoring Rubrics

Intermediate and Advanced

Majority is 51% and Most is 75% of your team.

For the skills of Stunts, Pyramids, Tosses, Standing Tumbling, Running Tumbling, and Jumps-- Technique and Difficulty are equal point values. Difficulty ranges are listed above in the scoring grid. For each of the skill categories, judges will assign a score within the range that represents an assessment of each team's overall difficulty. Intermediate teams will score 0-4 for both Technique and Difficulty. Advanced teams will score 0-5 for both Technique and Difficulty.

Technique scores will be awarded based upon the following criteria: synchronization, form, technique, body position, flexibility, and skill completion.

Dance	
7—8	Little to no transitions and/or level changes; low energy.
8—9	Minimal transition and level changes; little variety, footwork/floorwork in dance; average energy .
9—10	Multiple transitions, level changes and variety of elements in dance along with high energy.

Formations/Transitions	
7—8	Little to no transitions or level changes. Formations are unclear or inconsistent in spacing.
8—9	Majority of the team transitions using level changes with ease, average pace, no spacing issues, and transitions are visually effective.
9—10	Most of the team transitions using level changes with ease, average pace, no spacing issues, and transitions are visually effective.

Performance	
7—8	Little to no showmanship, energy, excitement, enthusiasm or crowd appeal. Some mistakes in uniformity.
8—9	Majority perform with average to high level of energy, excitement, crowd appeal, athleticism, and genuine enthusiasm.
9—10	Most perform with above average level of energy, excitement, crowd appeal, athleticism, and genuine enthusiasm.

Routine Composition	
7—8	Less than a majority of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.
8—9	A majority of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.
9—10	Most of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.

CHEER	
MOTIONS	
3—5	Motions will be scored on strength and execution. Motions will have to show proper technique of arms, wrists and fists. Motions should be tight, sharp and precise.
SYNCHRONIZATION/TIIMING	
3—5	A team's ability to perform the cheer as a group. Cheer should show accuracy, clarity and control in motions and movements
USE OF PROPS	
3—5	The judges will credit for the effective incorporation/execution of props. (ie: signs, flags, poms, etc.) Demonstrating how to lead the crowd and great use of visual effects.
DIFFICULTY	
3—5	The team's ability to perform the cheer with a strong pace and speed. Motions and footwork performed on .5 counts. Overall incorporation of the skills performed in the cheer.