

2012 2013

c h e e r - l t d

COMPETITION GUIDELINES

Safety Rules

Teams must adhere to the following sets of safety rules according to their team affiliation and division entered:

DIVISION/AFFILIATION	RULE SET	ROUTINE Min Max	OFFERED @ Reg./Opens	OFFERED @ Nationals
Intermediate Recreation	Cheer Ltd Intermediate Rec Restr. & Guidelines	n/a 2:30 min	X	X
Advanced Recreation	NFHS Spirit Rules	n/a 2:30 min	X	X
Junior High/Middle School	NFHS Spirit Rules w/ AACCA Restriction (no tosses)	n/a 2:30 min	X	X
Freshman, Junior Varsity, Varsity	NFHS Spirit Rules	n/a 2:30 min	X	X
Collegiate	AACCA College Rules	n/a 2:30 min	X	X
Intermediate Collegiate	Cheer Ltd Intermediate Collegiate Restr. & Guidelines	n/a 2:30 min	X	X
All Star Prep	USASF Cheer Rules	n/a 2:00 min	X	X
All Star	USASF Cheer Rules	n/a 2:30 min	X	X
Dance	USASF Dance Rules	1:45 2:30 min	X	X
SPECIALTY:				
Individual Cheerleader	Scholastic: NFHS All Star: USASF	n/a 1:30 min	X	X
Solo Dancer	USASF Dance Rules	n/a 1:30 min	X	X
Stunt Group	Scholastic: NFHS All Star: USASF	n/a 1:30 min	X	X
Dance Duo	USASF Dance Rules	1:45 2:30 min		X
Dance Trio	USASF Dance Rules	1:45 2:30 min		X

Divisions

- All divisions offered by Cheer Ltd are available at www.cheerltd.com/comps.
- Cheer Ltd reserves the right to combine, divide, add, or delete divisions based on registration for each event. All star divisions will be combined/subdivided according to the guidelines set forth by the USASF.

Surface and Flooring

- SCHOOL & REC CHAMPIONSHIPS** - 42' x 42' flat cheer floor minimum for practice and performance. Most School & Rec events will have a 54' x 42' performance floor. If the dance team registration is sufficient, some events may schedule a break for a floor change and use the gym floor for dance team performances.
- EDGE CHAMPIONSHIPS** - 54' x 42' spring floor for all stars; 42' x 42' flat cheer floor minimum for warm up. Scholastic, rec, & collegiate divisions perform on a 54' x 42' flat cheer floor with a 42' x 42' flat cheer floor minimum for warm up. Dance will perform on either a spring floor, a flat cheer mat, or a gym floor depending on the dance team registration and the team affiliation.
- OPENS** - 54' x 42' spring floor for all performances; 42' x 42' flat cheer mat plus a spring tumble strip minimum.
- NATIONALS** - 54' x 42' flat cheer floor for scholastic, rec, & collegiate; 54' x 42' spring floor for all stars; 40' x 40' dance floor for dance.

Music and Timing

- Each team, individual, and stunt group will be responsible for providing someone to play/pause/stop/control music. Music must be provided on a standard CD. Having a backup copy is advised. Other means of playing audio (i.e. iPod) are not guaranteed, but are more common than not. Please do not only have an iPhone or iPod as your only source of routine music.
- Routine time limits are outlined in the table above.
- All Star, Dance, Individual/Solo, and Small Group (Stunt, Duo, Trio) routines are typically performed to all-music. Scholastic, recreation, & collegiate routines are judged on traditional-style score sheets where "voice" is a judged element. Most routines in these division do include a cheer/chant portion. Cheer Ltd does not mandate a break in music for a cheer/chant, therefore it is acceptable to perform an all-music routine in any of these scholastic-type divisions as long as there is some amount of words - cheer/chant, voice over where the cheerleaders' voices can be judged.
- Timing will begin with the first organized movement, choreographed vocal, or beat of music. Spirited entrances and exits are permitted and are not included in the routine time (above). All events have strict time limits so fast and efficient entrances and exits are appreciated so we stay on time.
- A 5-second grace period is given to compensate for any sound equipment playback differences or more importantly for the timekeeper that is tracking the start and end time of each routine. After the grace period, 1 point per second will be deducted for any routine over the time limit. (Up to a maximum of 10 points.) *USASF cheer and dance team rules do include a maximum routine length and therefore any routine's music that is over the 2:30 time limit will be deducted starting at 2:31 as outlined.

COMPETITION GUIDELINES

Tie Break Policy

In the event of a tie, the following protocol is followed at all events:

1. The team with the lowest Falls/Errors Deduction (right side of deduction sheet) will break the tie;
2. If the Falls/Errors Deduction is the same and a tie still remains, all difficulty categories will be added to break the tie;
3. If a tie still remains, the judges are polled and their decision will break the tie.

Out of Bounds

Cheer Ltd does not recognize or penalize for going off the performance surface (cheer mat or dance floor), although a tumbling skill or stunt/pyramid that occurs in part or completely outside/off the designated floor will be warned or penalized depending on the severity if the deduction/safety judge(s) consider it unsafe. All sets of safety rules require these skills be performed on a proper surface so most tumbling and stunting skills that occur off a mat will be considered illegal.

Qualifying Score

Cheer Ltd School & Rec, EDGE and Soffe Open Championships are qualifiers for Cheer Ltd Nationals at CANAM. Not all divisions are required to qualify in order to attend Cheer Ltd Nationals. The following types of teams must qualify with a minimum score of 90: Scholastic - JH/MS, Freshman, JV, Varsity, and all Recreation divisions. All Stars, All Star Prep, Collegiate, Dance, Individuals/Solos, Stunt Groups, Duos/Trios, and Special Needs do not need to qualify.

Score Sheet Format

The score sheets format for each type of division is slightly unique with appropriate categories and scoring maximums that relate to a routine's skills and components. By looking at the different categories, ratios between execution vs. difficulty, stunts vs. tumbling vs. jumps, motions vs. dance, subjectivity vs. objectivity can be analyzed. Depending on how much emphasis and time is dedicated to different skills and components is how the Cheer Ltd category scores have been assigned. Each judge or judging pair (depending on the event) will focus on the skills and components on their score sheet. If the skills are divided, their overall impression score may reflect those areas of focus.

Check boxes are provided in most categories as a commenting option for a judge. This allows coach/choreographer/performer(s) to identify strengths and weaknesses factored into the scores. These comments as well as any written comments are based on the opinion, training, experience, and education of each judge. Each judge is encouraged to give balanced, constructive criticism that defends the scores given. The critique and information provided on a score sheet is to be educational for coach/choreographer/performer(s) so they can make improvements and adjustments as needed for the next competition. NOTE: Comments are not required and may vary depending on the type of event and time of year.

The score sheets that a coach is given at the end of the event are the ONLY copy. Cheer Ltd does not keep a copy of the actual score sheets, just a comprehensive record of all the category scores, totals, deductions, and placement. We encourage each coach to speak with the event administrator and/or the judges *at the event* to clarify any comments or scores. Placement and scores are FINAL.

Post-Event Debriefing

After most events (excluding Cheer Ltd Nationals), coaches are invited to speak with the judges immediately following the awards ceremony. This opportunity allows coaches (2 max per team) to speak directly to the judges to receive valuable feedback and clarity on their evaluation and comments. Infractions, deductions, penalties, scores, comments, critique, and opinions can be verbalized directly...this is truly an invaluable opportunity! This post-event debriefing is available for approximately 20 minutes (total) after each event and coaches are encouraged to attend.

Judging & Scoring Clarification Protocol

Cheer Ltd will make every effort to contact a coach prior to a final awards ceremony at School & Rec, EDGE, and Soffe Open Championships to inform them of an illegality when placement has been effected. There are some events where this is not possible due to but not limited to judging administrator availability, time constraints, scheduling, etc.

At Cheer Ltd Nationals, there is a formal procedure in place for any questions a coach may have about scoring, judging, infractions, deductions, comments, etc. Any team attending Cheer Ltd Nationals will receive these guidelines and a packet to request such a review or clarification.

QUESTIONS? Call Cheer Ltd to be directed to the appropriate event director or judging director! Thank you for reviewing this information! We appreciate and encourage contact prior to an event and are always happy to help.

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JUDGING & SCORING

GENERAL INFORMATION

Cheer Ltd strives to conform with the current scoring trends while incorporating the judging philosophies the bring teams and coaches to our events and that we believe are important in a fair and balanced judging and scoring system.

The judges are trained through Cheer Ltd's National Cheer Judging Certification Course and updated prior to each event they judge. Judges have different experiences and training that make each of their evaluations and opinions of routines unique. Cheer Ltd's judging certification, annual training courses, and the judging and scoring system allow judges to evaluate the components of a routine (difficulty) based on a scoring rubric as well as the execution based on their educated, subjective, and professional opinions. This, along with a solid check-and-balance tally protocol, delivers fair, accurate, and consistent results for every Cheer Ltd Championship.

Please direct any questions you have regarding the judging and scoring system, to Lisa Thompson 800.477.8868 or lisat@cheerltd.com.

SCORE SHEETS

TEAM DIVISIONS	# / Type of Score Sheet	Max Pts (DOES NOT INCLUDE CREATIVITY BONUS See Pg 3)
All Star	1) All Star Stunting 2) All Star Tumbling / Jumps	L1=111, L2=119, L3=126, L4=133, L4.2=129, L5=140, L6=140
Scholastic & Recreation	1) School/Rec Stunting 2) School/Rec Tumbling / Jumps	Schol & Adv Rec=140, JrHigh/MS=135, Intern. Rec=127
Scholastic/Rec Non-Mount	1) NM Motions/Dance/Jumps 2) NM Tumbling	140
Scholastic/Rec Non-Tumble	1) NT Motions/Dance/Jumps 2) Non-Tumble Stunting	140
Dance	1) Dance	100
Collegiate	1) Collegiate Stunting 2) Collegiate Tumbling / Jumps	Collegiate=140, Intern. Collegiate=128
SPECIALTY DIVISIONS		
Individual Cheerleader	1) Cheerleader	100
Solo Dancer	1) Dancer	100
Duo/Trio Small Group	1) Dance	100
Stunt Group/Partner Stunt	1) Stunt Group	100
DEDUCTION - Deduction Score Sheet total (safety+comp+errors/falls) is subtracted after technical judges scores are averaged.		

JUDGING PANELS

Head - Oversees panel for accuracy, consistency, fairness, and appropriate commenting according to judging and scoring system, rubrics, and event-specific awarding criteria.

Technical - Evaluates, scores, and comments on execution and difficulty of routine elements.

Deduction - Verifies routine follows the appropriate set of safety rules, divisional/level/competition guidelines, and deducts/warns for any infractions of these rules; deducts for errors and falls as outlined in the Deduction grid.

Scribe - Notates all elements of routine that relate to difficulty category scores (tumbling, jumps, stunts, pyramids, tosses, dance) for technical panel review as well as errors and falls for deduction judge review; no score given and the scribe sheets are for judging/admin use only and will not be given to coach.

Event-Specific Panels - Cheer Ltd's event judging panels may differ depending on the event type as well as the number of teams. As a general rule, if there are more than 18 teams at an event, 2 additional Panel judges may be contracted. If there are more than 40 teams, 1 additional Deduction Judge may be contracted. If there are more than 65 teams, a double panel/performance rotation schedule may be implemented.

- ♦ School & Rec Championships ⇒ 2 Panel, 1 Deduction, 1 Scribe
- ♦ EDGE Championships ⇒ 4 Panel, 1 Deduction, 1 Scribe
- ♦ Sofe Open Championships ⇒ 1 Head, 4 Panel, 1 Deduction, 1 Scribe
- ♦ Cheer Ltd Nationals at CANAM ⇒ 1 Head, 4 Panel, 2 Deduction, 1 Scribe

GRAND TOTAL CALCULATION

For team divisions with 2 technical score sheets - each set of score sheet totals are averaged and added together and then the deduction score sheet total is subtracted for a final score (150 points possible).

For divisions with 1 technical score sheet - score sheet totals are averaged and then the deduction score sheet total is deducted for a final score (100 points possible).

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JUDGING & SCORING

Scoring: Difficulty

Rubrics are developed and published as a guide for judges when evaluating a performance. They are also a great tool for coaches and choreographers to use to identify how to maximize their score at Cheer Ltd events as well as have a fair expectation when predicting where their team/performance may score in the difficulty categories based on their actual routine elements.

DIFFICULTY CATEGORIES INCLUDED FOR EACH TYPE OF PERFORMANCE

	Difficulty Category:	St. Tumb.	R. Tumb.	Sync Tumb.	Jumps	Motions	Dance	Stunts	Pyramids	Tosses	Dism./Trans.
TEAM	All Star	X	X	X	X			X	X	X	
	Scholastic & Recreation	X	X	X	X			X	X	X	
	Scholastic/Rec Non-Mount	X	X	X	X	X	X				
	Scholastic/Rec Non-Tumble				X	X	X	X	X	X	
	Dance						X				
SPECIALTY	Collegiate	X	X	X	X			X	X	X	
	Individual Cheerleader	X	X		X						
	Solo Dancer						X				
	Duo/Trio Small Group						X				
	Stunt Group/Partner Stunt							X		X	X

CLARIFICATIONS

- ♦ Judges watch and analyze routines to the best of their abilities with the tools given and during the allotted time. Oftentimes, there is no playback so they are only able to view *all* the skills performed in real time. If a video reply is available, they will be able to watch one more time for clarification.
- ♦ Credit is given to elements and skills attempted and completed. If an element is not completed, but the majority is so that the skill can be clearly identified, it will be factored into the difficulty score. (i.e. a tumbler's pass - a round off back handspring full twisting layout and gets only 3/4 around, credit for a full twist will be given in the running tumbling difficulty category. Note: execution score will reflect incomplete skills and poor technique.)
- ♦ Adjustments may be made for what is required for a low, mid, or high score in various difficulty categories depending on the type of event, time of year, region, division, etc.
- ♦ Standing and running tumbling skills are cumulative (calculated from beginning to end of routine regardless of who is tumbling). These numbers are then used when figuring 1/4, 1/2, majority, or full team when scoring the corresponding difficulty categories.

DIFFICULTY SCORING RUBRICS

Scholastic and Recreation Cheer Team Divisions

TUMBLING: The highest level element performed by at least 1/4 of the team places that skill in the scoring range. This is the "start value" for that category. Incorporating the following will score higher within the range: more or all of the skills listed in that range, less than 1/4 performing additional higher level skills, a variety of lower level skills, varied skill entrances/exits/landings, combinations of skills in passes, more than 1/4 (i.e. full team), jump+tumbling when allowed, etc.

STUNTS/PYRAMIDS/TOSSES: The majority (half+1) of the stunt groups (flyers/tops) must perform the element(s) in the scoring range (including body positions and structures). This is the "start value" for that category. Incorporating the following will score higher within the range: ALL flyers/tops perform high level skills, all components of stunts/pyramids/tosses (transitions, releases, inversions, load-ins, dismounts) are level-appropriate (i.e. highest level dismounts performed from highest level stunt/pyramid), creative entrances/transitions/dismounts, maximizing stunt groups without front bases/spots and/or single base stunts, etc.

All Star Cheer Team Divisions

TUMBLING & STUNTING: Majority (half+1) must perform a minimum of one level-specific skill in order to be placed in the scoring range. This is the "start value." If the skills are not performed by the majority, the start value will then be within the corresponding lower level range and scored appropriately. Incorporating the following will result in a higher score within the range: more than one or all of the level skills, variety of lower level skills, combinations of skills in passes, jump+tumbling when allowed, varied entrances/exits/dismounts, maximizing stunt groups without using front bases/spots and/or single base stunts, varied transitions, releases, etc.

Jump Difficulty (Cheer)

All teams and levels can receive the maximum of 5 points. The type and consecutive (connected) jumps performed by all cheerleaders. The minimum jump requirements for each range are based on full team execution. Incorporating the following will score higher within the range: additional jumps by partial or full team, varied entrances/connections/landings, etc.

Synchronized Tumbling (Cheer)

All teams and levels can receive the maximum of 5 points. The percentage of the team and the type of synchronized tumbling skills performed (at the same time) determine where in the range the score will fall.

# on Mat	1/4	1/2	Majority	3/4	#Stunts
5	1	2	3	4	1
6	1	3	4	4	1
7	2	3	4	5	1
8	2	4	5	6	2
9	2	4	5	7	2
10	2	5	6	7	2
11	3	5	6	8	2
12	3	6	7	9	3
13	3	6	7	10	3
14	3	7	8	10	3
15	4	7	8	11	3
16	4	8	9	11	4
17	4	8	9	12	4
18	4	9	10	13	4
19	5	9	10	14	4
20	5	10	11	15	5
21	5	10	11	15	5
22	5	11	12	16	5
23	6	11	12	17	5
24	6	12	13	18	6
25	6	12	13	19	6
26	6	13	14	19	6
27	7	13	14	20	6
28	7	14	15	21	7
29	7	14	15	21	7
30	7	15	16	22	7
31	8	15	16	23	7
32	8	16	17	24	8
33	8	16	17	24	8
34	8	17	18	25	8
35	9	17	18	26	8
36	9	18	19	27	9

*NOTE: Majority = half + 1; Stunt #s are calculated based on 4-person stunt groups; 3/4, 1/2, and 1/4 calculations have been rounded down when result is .5 (i.e. 10 x 1/4 = 2.5 rounded down to 2).

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JUDGING & SCORING

Execution

The following guidelines are presented to help a coach/choreographer understand the subjective nature of execution and to give a basis by which judges score the execution categories to control fairness, consistency and stay within an appropriate range as a panel.

Execution scores and category comments are based on a low, mid, and high range. The following chart shows the ranges for each for every possible point maximums found on Cheer Ltd score sheets.

Category Max	Low Range	Mid Range	High Range
5 points	0 - 2.0	2.0 - 4.0	4.0 - 5.0
10 points	0 - 4.0	4.0 - 8.0	8.0 - 10.0
15 points	0 - 6.0	6.0 - 12.0	12.0 - 15.0
20 points	0 - 8.0	8.0 - 16.0	16.0 - 20.0
25 points	0 - 10.0	10.0 - 20.0	20.0 - 25.0

CLARIFICATIONS

- Standards for execution scores are based on some or all of the following factors (depending on the element): level, age, division/team type, region, event type, time of year (beginning vs. end of season), judge expectations/requirements.
- Judges are not required to have the exact same opinion, thus giving the exact same score in the execution categories is not required. They are asked to be within the same low/mid/high range or within .5 if their scores cross over 2 ranges (i.e top of 'mid' range and bottom of 'high' range.)
- No execution category will score "0" unless there is a total omission of the skill(s). If an element is performed poorly, at the lowest end of the "low range," the minimum scores will be: 5pt category - .5, 10pt category - 1.0, 15pt category - 2.0, 20pt category - 3.0, 25pt category - 4.0.
- When studying Cheer Ltd's judging and scoring, it is suggested that the score sheets are included in that process. For each category, commenting boxes are provided for judges efficient commenting, but also to specifically identify the major points evaluated in that category. This is helpful not only for a judge, but also for a coach/choreographer. Each category will include the comments that the judge feels played a significant part in his/her evaluation of those skills performed within the category. "+" = strong, above average, in line with judge's expectation; "✓" = average, needs improvement, a little below judge's expectation; "-" = weak, below average, far below judge's expectation or standard competitive level.

CREATIVITY BONUS

For all cheer divisions (team, individual, and stunt group), a creativity bonus of 5 points per judge has been added to encourage less compulsory and more creativity AND to reward those teams, coaches, and choreographers that are successfully putting unique elements into performances. The creativity bonus is based on the impact of the routine and what creative components stand out to each judge based on his/her opinions and preferences.

MAXIMUM POINT GRID

All Stars, Intermediate Rec, Junior High/Middle School, and Intermediate Collegiate divisions have limitations on what tumbling, stunting, pyramids, and tosses that can be performed. The difficulty categories associated with these limitations have been adjusted based on the maximum skills allowed in each area. The maximum total scores, as shown on page 1, are adjusted to reflect the categories. The grid below shows a complete listing of the difficulty category point maximums for all team divisions. Adding the execution category subtotals and the potential creativity bonus gives a maximum point grand total.

Difficulty Category Max:	St. Tumb.	R. Tumb.	Sync Tumb.	Jumps	Motions	Dance	Stunts	Pyramids	Tosses	Diff. SubTotal	+ Exec.	+BONUS	= Total
All Star Level 1	6	6	5	5	n/a	n/a	2	2	0	26	85	10	121
All Star Level 2	7	7	5	5	n/a	n/a	4	4	2	34	85	10	129
All Star Level 3	8	8	5	5	n/a	n/a	6	6	3	41	85	10	136
All Star Level 4	9	9	5	5	n/a	n/a	8	8	4	48	85	10	143
All Star Level 4.2	7	7	5	5	n/a	n/a	8	8	4	44	85	10	139
All Star Level 5	10	10	5	5	n/a	n/a	10	10	5	55	85	10	150
All Star Level 6	10	10	5	5	n/a	n/a	10	10	5	55	85	10	150
School/Adv Rec	5	5	5	5	n/a	n/a	10	10	5	45	95	10	150
School Non-Mount	5	5	5	5	5	5	n/a	n/a	n/a	30	110	10	150
School Non-Tumble	n/a	n/a	n/a	5	5	5	10	10	5	40	100	10	150
Intermediate Rec	3	3	5	5	n/a	n/a	6	6	2	30	95	10	135
JrH/Middle School	5	5	5	5	n/a	n/a	10	10	0	40	95	10	145
Collegiate	10	10	5	5	n/a	n/a	10	10	5	55	85	10	150
Intermediate Collegiate	4	4	5	5	n/a	n/a	7	7	4	36	85	10	131
Dance	n/a	n/a	n/a	n/a	n/a	20	n/a	n/a	n/a	20	80	n/a	100

DEDUCTION SYSTEM

DEDUCTIONS & INFRACTIONS EXPLANATION

This information is provided to allow coaches and/or choreographers to learn Cheer Ltd's scoring guidelines and be prepared prior to coming to our competitive events. Having a fair and educated expectation will help make the competition experience a better one for all participants and coaches.

The order of the topics are as they appear on the Deduction Score Sheet. The left side of the deduction score sheet is specifically related to all rule and competition guideline infractions.

**Deductions are given 'per occurrence' which is defined as per person in single person skills (i.e tumbling pass, standing tumbling skill, jump, or dance move) or per group in multi-person skills (i.e. partner skill, stunt, pyramid, or in some instances a synchronized skill/move by all performers).*

SAFETY RULE INFRACTIONS

General - 2 points per occurrence

Any rule or guideline that falls within general categories including but not limited to props, apparel, accessories, jewelry, braces/casts, stunting roles, drops, and starting positions.

Level - 5 points per occurrence

Any rule or guideline pertaining to a level and its skill limitations including but not limited to dance lifts and partnering skills, standing tumbling, running tumbling, stunts, pyramids, releases, inversions, tosses, and dismounts. If a skill is performed 'above' that which the rules limit - i.e. more twists, higher release point, cradle from a higher level stunt, etc - then it is considered a 'level' deduction.

Divisional - 10 points per occurrence

Any rule or guideline pertaining to a division including but not limited to number of competitors, males/females, age/grade, crossovers, amount of time poms used in a pom routine, tumbling in non-tumble, and stunting in non-mount.

COMPETITION GUIDELINE INFRACTIONS

Interruption of Performance - 1-10 points per occurrence (10 pts max)

Restart due to failure of equipment, coach error with music, or injury; routine is clocked over time due to an interruption. The Event Director and Deduction Judges will decide penalty based on the Cheer Ltd's Competition Guidelines and the situational factors.

Choreography - 1-10 points per occurrence (10 pts max)

Including but not limited to inappropriate moves/gestures/words, vulgar or suggestive music, any choreography not age and/or audience appropriate according to the Judging Panel and/or Event Director.

Timing - 1 point per second (10 pts max)

Timing begins at the first choreographed move, word, or sound of music. Timing ends at the last choreographed move, word, or sound of music. Entrances, exits off the performance floor, choreographed chants off the floor, dismounts after the end of the choreographed cheer or music ending are not counted in the time. A 5-second grace period is given for slight differences in audio equipment playback speed or for any human errors in keeping the time. For all music routines, the music must be 2:30 or less start to finish. Music that is provably recorded longer than 2:30 will be deducted starting at 2:31 (1 pt per second over 2:30).

Sportsmanship - 25 points per occurrence

Any participant, coach, parent, and/or spectator displaying unsportsmanlike conduct during the Cheer Ltd., Inc event will be assessed a strict 25 point tournament foul regardless if the violation took place before, during, or after the team's performance. If placement and awards have been presented, the Event Director and Cheer Ltd Administration will determine whether it is justified to recalculate standings and issue new awards.

CLARIFICATIONS

- ♦ Any time a skill is performed illegally, a deduction judge has the responsibility to cite the team. A judge is given permission to warn a minor illegality if the error was clearly a performance error (unintentional) vs. choreographed (intentional) at some events.
- ♦ Separate stunt groups in a pyramid performing the same illegal component at the same time will only be deducted for one occurrence (i.e. 2pts or 5pts).
- ♦ Interruption of performance, choreography, and sportsmanship violations will all be confirmed with the panel judges and/or the event administrators prior to issuing deductions. The point ranges are in place so severity and differences in situations can be determined and assigned an appropriate deduction.

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DEDUCTION SYSTEM

FALLS & ERRORS - .5 - 2.0 points per occurrence

The right side of the deduction score sheet is specifically for performance or technical errors in dance, motions, running and standing tumbling, stunts, and pyramids.

The order of the deduction explanations are based on the severity and impact to the overall routine.

Deductions are given 'per occurrence' which is defined as per person in single person skills (i.e. tumbling pass, standing tumbling skill, jump, or dance move) or per group in multi-person skills (i.e. partner skill, stunt, pyramid, or in some instances a synchronized skill/move by all performers).

Minor Choreography Errors & Tumbling Falls, Major Stunt Timing Errors, Minor Pyramid Errors .5 pt per occurrence	
⇒ Minor Choreography Error	A visible mistake* by one performer in choreography other than stunts or tumbling. (i.e. dance, cheer motion, jump, leap, turn, kick, floorwork) *Mistake = Completely omitting 3 or more counts of choreography or a timing error of 2 or more counts early/late.
⇒ Tumbling Fall (unintentional)	Non-Airborne/Hand-Supported Skill (handstand, cartwheel, walkover, round off, handspring) - Fall = any body part(s) other than a knee touching the mat not used in a standard landing. Airborne Skill (aerial, tuck, layout, full, double full) - Fall = any body part(s) other than hand(s) (not used in a standard landing for that skill) touching the mat in front of feet/landing.
⇒ Incomplete Stunt or Portion of Stunt Sequence	Any part of a single stunt or stunt sequence that does not visibly 'hit' as choreographed.
⇒ Incomplete Stunt/Pyramid Dismount	A dismount that is not completed as choreographed (i.e. straight cradle instead of twist cradle) or early/late dismounts
⇒ Major Stunt Timing Error	A visible timing error in any part of a stunt (load-in, transition, hit/peak, dismount) equal to or greater than 2 counts according to choreography cues or other comparable stunt timing.
⇒ Minor Error by 1 Stunt in a Pyramid	Minor error = non-connection, intended stunt doesn't 'hit' as choreographed (i.e. prep level instead of extended level), early/late building/transition equal to or greater than 2 counts.

Major Choreography Errors, Major Tumbling & Stunt Falls, Minor Pyramid Falls 1.0 pt per occurrence	
⇒ Major Choreography Error	3 or more performers make multiple errors throughout a section (8+ consecutive counts)
⇒ Major Tumbling Fall	2 or more tumblers collide and fall to mat touching body part(s) not used in a standard landing.
⇒ Major Stunt Fall to the Mat	Fall = any stunt position (base, spotter, flyer/top) unintentionally touching the mat with body part(s). Exceptions: one hand or foot touching ground by a flyer/top or one hand by a base/spotter.
⇒ Minor Pyramid Fall	1 stunt in a pyramid falls, misses a portion of a stunt/stunt sequence and then rebuilds. Fall = any stunt position (base, spotter, flyer/top) unintentionally touching the mat with body part(s). Exceptions: one hand or foot touching ground by a flyer/top or one hand by a base/spotter.

Major Pyramid Errors & Falls 1.5 - 2.0 pt per occurrence *	
⇒ Major Pyramid Error	3 or more stunts or stunt sequences don't 'hit' as choreographed resulting in a major portion of a pyramid or pyramid sequence is unable to be completed.
⇒ Major Pyramid Fall	3 or more stunts fall to the mat and don't rebuild in the same pyramid or pyramid sequence Fall = any stunt position (base, spotter, flyer/top) unintentionally touching the mat with body part(s). Exceptions: one hand or foot touching ground by a flyer/top or one hand by a base/spotter.
*The range of point deductions gives deduction judges the ability to determine severity and impact to the routine and deduct accordingly.	

NOTE: Examples of errors and technical issues NOT deducted on the Deduction Score Sheet: bobbles, balance checks, hands touch down on airborne tumbling, a knee down on hand-supported tumbling, incomplete twist in stunt or dismount, flyer's foot or hand touching mat on stunt dismount. These errors are considered execution flaws and may be reflected in the technical/panel judge's execution scores.

Prep 1 d

ALL STAR DIFFICULTY SCORING RUBRIC

SKILL AREA	L1 (5 - 6pts)	L2 (6 - 7pts)	L3 (7 - 8pts)	L4 (8 - 9pts)	L5 (9 - 10pts)
STANDING TUMBLING	Roll Back Bend Handstand Front Walkover Back Walkover	Back Handspring Jump + Roll or Walkover	Series Handsprings Jump + Handspring	Tuck Back Handspring(s) Tuck Jump + Handspring Tuck	Full 2 Backward Skills Dbl Full Jump + Tuck (or higher skill)
RUNNING TUMBLING	Round Off Cartwheel	Dive Roll Series Handsprings One-Handed Handspring(s)	Tuck Back Handspring(s) Tuck Front Tuck	Aerial Layout	Full Double Full
SKILL AREA	L1 (0 - 2pts)	L2 (2 - 4pts)	L3 (4 - 6pts)	L4 (6 - 8pts)	L5 (8 - 10pts)
STUNTING Inversions: Level Appropriate Twist Mount/Trans. & Dismounts:	Two Leg @ Prep Level One Leg ↓ Prep Level Ground Level Inversion 1/4 Twist Mount/Trans. Straight Cradles from Prep Level	Two Leg Ext One Leg @ Prep Level Leap Frog Log/Barrel Roll Ground Level Inv to Non-Inv 1/2 Twist Mount/Trans. Straight Cradles from Ext. Level	Sgl Leg Ext Sgl Skill @ Ext Release (From ↓ Prep to Prep Level) Downward Inv ↓ Prep Level Inv @ Prep Level w/ 1/2 twist Full Twist Mount/Trans. (From to Prep Level) Full Twist/1 Trick Cradles from 2 Leg	Release @ Ext Level Helicopter Release Downward Inv @ Prep Level Inv @ Ext Level 1 1/2 Twist Mount/Trans. to Prep Level (1/2 to Ext One Leg; Full to Ext Two Leg) Dbl Twist from 2 Leg; Full Twist from Sgl Leg	Release ↑ Ext Level Downward Inv ↑ Prep Level Dbl Twist Mount/Trans. Dbl Twist from One Leg
PYRAMIDS also reference stunting twist/mount/transitions/dism.	Two Leg @ Ext Level Sgl Braced One Leg @ Prep Level 1/4 Twist Mount/Trans.	Sgl Braced One Leg @ Ext Level 1/2 Twist Mount/Trans.	Dbl Braced Release ↑ Two High Inversion From/To Prep Level Full Twist Mount/Trans.	Sgl Braced Release ↑ Two High Dbl Braced 1 1/4 Flip or other Adv Inv 1 1/2 Mount/Trans.	Sgl Braced 1 1/4 Flip & 1/2 Twist or other Adv Inv Dbl Twist Mount/Trans.
Min. Structures Required:	1-2 structures	2 structures	2-3 structures	3 structures	3-4 structures

POINT RANGE	# & TYPE OF JUMPS	POINT RANGE	# TUMBLERS	POINT RANGE	TOSS TYPE
0 - 1	1+ Basic (not connected)	1 - 2	2 - 1/4	1 - 2	straight ride
1 - 2	2+ Consecutive Basic	2 - 3	1/4+1 - 1/2	2 - 3	1 trick
2 - 3	2+ Advanced (not connected)	3 - 4	1/2+1 - 3/4	3 - 4	2 tricks
3 - 4	2 Consecutive Adv and 1+ add'l Adv (3 jumps min)	4 - 5	3/4+1 - full	4 - 5	3+ tricks
4 - 5	3 Consecutive Adv and 2+ add'l Adv (5 jumps min)	1) The skill in which the MOST members are performing at the same will determine range. 2) The skill (running or tumbling) will determine the score within that range.			

BASIC: Spread Eagle/X, Side Hurdler/Heikie, Tuck, ADV: Toe Touch, Front Hurdler, Pike. *Consecutive (connected) jumps require a whip or other similar approach between jumps. Any pause/stop/prep will reset the jump sequence and therefore be defined as non-connected.

TOSS DIFFICULTY
Examples of 1 "trick" - pretty girl, ball-x, kick, toe touch, single twist.
Examples of 2 "tricks" - switch kick, double twist, double toe touch.

JUMP DIFFICULTY



ALL STAR

Name: _____
 Division: _____
 Competition: _____
 Date: _____

TUMBLING/JUMPS SCORE SHEET

EXECUTION	SCORE	MAX	Running Tumbling	SCORE	MAX	Jumps	SCORE	MAX	Synchronized Tumbling	SCORE	MAX
	Entries Landings Body Positions Control Arms & Legs Flexibility Timing Skill Completion	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>	10	Entries Landings Body Positions Control Arms & Legs Flexibility Timing Skill Completion	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>	10	Approaches Landings Body Positions Arms Legs Height Flexibility Sync & Timing	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>	10	Approaches Landings Body Positions Arms Legs Height Flexibility Sync & Timing	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>

DIFFICULTY	SCORE	MAX	Running Tumbling	SCORE	MAX	Jumps	SCORE	MAX	Choreography & Impression	SCORE	MAX
	Quantity Combinations Variety Level Skills Jump + Tumbling (if applicable)	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>	L1 6 L2 7 L3 8 L4 9 L5 10 L6 10	Quantity Combinations Variety Level Skills	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>	L1 6 L2 7 L3 8 L4 9 L5 10 L6 10	0 - 1 pt 1 - 2 pts 2 - 3 pts 3 - 4 pts 4 - 5 pts	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>	L1 5 L2 5 L3 5 L4 5 L5 5 L6 5	Formations Transitions & Flow Use of Floor Showmanship & Energy Distribution of Difficulty Visual Elements Crowd Appeal Confidence Opening & Ending	- <input type="checkbox"/> ✓ <input type="checkbox"/> + <input type="checkbox"/>

COMMENTS	A B C D JUDGE			
	TALLY			
SCORE SHEET TOTAL	CATEGORY TOTAL CREATIVITY BONUS 5 pts max			
	SCORE SHEET TOTAL			