



## Cheer Canada 2016-2017 Scoring System: Methodology

Cheer Canada has adopted the All Star Industry Standard Scoring System (Varsity/JamBrands/Epic). To allow for the most consistent, correct and informative scoring possible, this is a Category Scoring System whereby each judge only scores certain categories. It is recommended when selecting judges to allow them to request which sheet they would prefer to use.

Although this is a one sheet per category system, it is recommended to use 2 judges per sheet when possible. Video review and/or a range review panel are also recommended.

Although this is not **solely** a comparative system, scores **are** still relative to performances at that day's event compared to other teams in the division and/or level. Teams may notice a variance in scores from event to event (i.e. the most difficult pyramid sequence executed that day will score the highest at that event). Judges will not know what teams scored at previous events. We can only ensure that scores will be in the appropriate range. Once that is done, the actual score will be at the judges' discretion. It is suggested that judges track/note their team scores for consistency within each division at an event.

Basic Formatting Ideology: Ranges are on the score sheet to eliminate the need for additional rubrics to be referenced and/or memorized.

An optional Judges' Worksheet is included which lists options for many Level Appropriate Skills. Coaches may also use this as a tool for choreography purposes.

### General Overview

#### Level 1:

- Total possible score for All Star is 90 points (no score for Tosses).
- Total possible score for school is 75 points.
- All scores will be converted to Percent of Perfection score out of 100%; then any deductions will be taken from that score.

#### All Star Prep:

- Stunts, Pyramids, Standing Tumbling and running tumbling will cap out at the MID range (when compared to All Star).
- Jump Difficulty will cap at 4.8 (when compared to All Star).
- Tosses and Stunt Quantity have been removed from the score sheet.
- Total Possible score is 80.8
- All scores will be converted to Percent of Perfection score out of 100%; then any deductions will be taken from that score.

#### Technique:

- Technique is based on the ratio of athletes executing the skills with excellent technique, attention to precision, form and synchronization.
- This score is subjective and WILL vary throughout the season.
- As a general guide:
  - 3.0 - 3.5 = Little to no strong technique demonstrated
  - 4.0 - 4.5 = "Text book style" by majority
- Judges may consider the following when assessing technique scores: Form, Spacing and/or Landing, Mistakes, Errors and/or Omissions, Pace / Speed.

#### Difficulty:

- Judges may consider the following drivers when assessing Difficulty scores: Difficulty of the skill, percent of team participation, combination of skills (level and non-level appropriate), pace and speed of skills performed.
- Note that the skills list/Judges worksheets has only examples of level appropriate skills; it may not cover all the possible At Level Skills.

#### Elite Level Appropriate Stunts:

- These skills are used to satisfy the STUNT QUANTITY requirement and to reach the two highest stunt difficulty ranges (All-star only). Only the listed skills will count for Stunt Quantity.



- Performing 4 or more of these skills will not guarantee a perfect Stunt Difficulty Score.
- Combinations of various level appropriate skills may score higher than Elite level appropriate skills in Stunt Difficulty Score.
- Added “below” score of 2.5 for skills that do not meet the 4.0 requirement. This means that we will not be giving a “0” in this category unless there are absolutely no stunt skills thrown.

#### Co-Ed Quantity:

- All Star Level 3-5 Senior Co-Ed and Level 5-6 International Open Co-Ed must satisfy this requirement.
- Does not apply for School, Recreation, Restricted Divisions, open 4 or 4.2 divisions.
- Only the skills listed on the coed requirement grid will count for Co-Ed Quantity.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized.
- Added “below” score of 2.5 for skills that do not meet the 4.0 requirement. This means that we will not be giving a “0” in this category unless there are absolutely no stunt skills thrown.

#### Jumps:

- Variety means at least 2 different jumps.

#### Level 6

- All Level 5 & 6 level appropriate stunts will be considered level appropriate for scoring purposes (at least 2 different purely Level 6 skills are required to score in the high range).
- Level 5 & 6 ELITE level appropriate skills will count as Elite building skills for Stunt Quantity credit and to reach the two highest stunt difficulty ranges (All-star only).

#### More General Overview:

- a) Judges will measure level of participation by loosely applying the following guidelines where applicable:
  - a. Majority = 51% of the athletes or obvious majority
  - b. Most = 75% of the athletes (or obvious  $\frac{3}{4}$ )
- b) Choreographed VS Accomplished: **Skills must be executed** to count towards difficulty. For example, if a majority of the team is attempting a level appropriate stunt but one group does not perform the skill, they would not get credit for majority for that skill. A team will only get credit for the skill if it is performed. If a person bails/balks on a tumbling skill, it will not count as we will not assume what skill they were planning to perform. However, if a person performs the skills but then has a touchdown or a fall, they still get credit for performing the skill (in difficulty) but they may incur a deduction from the deduction judge (falls only) and it will affect the technique score.
- c) **It is the responsibility of the choreography & execution of the skills to make them clear & visible.**
- d) Points will be awarded in tenths (1/10).
- e) If **NO** skills are executed within a category, the team will receive a zero for that particular score. Judges are encouraged to discuss and confirm with the panel before giving a zero.

## QUESTIONS & ANSWERS

### TECHNIQUE & DEDUCTIONS

#### 1. Will deductions affect our technique score?

Yes. This year a team will not receive a deduction for a bobble. A bobble will be reflected in your technique score of the skill that was performed.

#### 2. How does the difficulty of the skill affect the technique score?

The difficulty of skills does not affect the technique score. In fact, it is theoretically possible to get max technique scores without doing any at level skills. When creating your routine you should always consider whether the gain in difficulty points is worth the risk to the technique score. The moral is: DO WHAT YOU DO WELL!

#### 3. If one of our stunts has a fall, how will this affect our technique score?

The deduction/safety judges assess deductions for falls. NEW: The panel judges will also take into consideration bobbles/falls and overall technique when determining the technique scores. The technical aspects should be scored as an overall picture of the **team's** technique and should not be guided by the poor technique of 1 or 2 individuals. Please note: “Team” = all of the athletes performing the skill. If 7 of 8 stunt groups show excellent technique, it is ok

to give a high score for technique. One person failing to set on a tuck out of 15 tumblers should not dramatically affect the score, as it is not an accurate reflection of the **team's** technique.

**4. If a team falls out of everything, what is the lowest technique score that can get?**

The lowest technique score that will be given is a 3.0. Judges can only evaluate what is executed.

**5. If two people bump into each other while moving to spots is there a deduction?**

There are no deductions assessed for bumping in general routine choreography. Judges will take this into account when determining the score in the Routine Composition category.

## STUNTS

**1. To count for most of a level appropriate skill, do all of the skills have to be the same? For example, in Level 4 (a team of 20) if we have two groups perform double downs from extension and two groups perform a pancake transition from prep level at the same time, will we still get credit for doing "most" of a level appropriate skill or will it be considered less than majority of two skills?**

The only requirement is that you show most of the team participating in a level appropriate skill at one time for Stunt Difficulty. They do not have to be the same skills. Yes, you should get credit for doing most of a level appropriate skill. However, note that for Stunt Quantity the Elite Building Skill must be the same skill for credit in that category.

**2. What do you mean by "2 (or 3 or 4) different level appropriate skills performed by "most of the team" on the stunt difficulty rubric?**

In order to score within the listed range, most of team will have to perform the posted number of level appropriate skills. The number of athletes (most = 75%) involved the skill at any one time will be used in determining the difficulty range.

Ripples that clearly show athlete participation can be considered as "most". The judges will consider all stunt sequences performed throughout the routine, however they do not accumulate towards achieving the required ratio. A team cannot have a stunt at the beginning of the routine and again later in the routine and have them count as "most" athletes. Repeating skills will not be counted twice. If a L4 team does a full up to extension, a 1 ½ up to prep, a switch up to stretch, a full down from a stretch, a full down from an arabesque and a double down from a prep, this team would get credit for doing 5 level appropriate skills (the second full down from a single leg would not be counted) and would be placed in the High range.

**3. What qualifies a skill as "different"?**

As long as a skill is not technically the same as another skill (uses different skill sets/techniques by the group) it will qualify as a different skill when applying the following guidelines. For example: A level 1 team could do shoulder stands and later do preps. Although these are both "Two leg stunt at prep or below" they will qualify as two different skills because the skill set/technique of the skill is different.

- For twisting skills at Level 5, there needs to be at least a half twist difference. So a 1½ up and a double up are two different skills, but a 1¾ up and a double up are not different enough.
- Based on that same logic, you would need at least a ½ twist difference in a body position to body position tic toc to make it different enough.
- To get into range, dismounts will only be categorized as either from a 2 leg stunt or from a single leg stunt at each height. For example, a cradle from an extended lib in Level 3 would not be considered "different" from a cradle from an extended heel stretch.
- To get into the range, straight up and straight down stunts will only be categorized as either 2 leg or single leg at each height. For example, a straight up to extended lib in Level 3 would not be considered "different" from a straight up to extended heel stretch.

More examples:

- Level 1: A team could do fake tic tocks below prep level and later do pendulums. Both would be "Transition Maintaining Contact with at least One Base" but they are different skills.
- Level 2: A team could ½ up to Prep and later ½ up to Extension. Because they are going to different levels they would be considered different skills.
- Level 3: A team could do back walkover out of cradle catch and later do forward roll out of prone position and they would get credit for two different skills.
- Level 4: A team could do double down from Prep and later do double down from Extension. Because they are



coming from different levels these would be considered different skills.

- Level 5: A team could do double down from scale and later do kick doubles from stretch. These are both coming from the same level however the kick in the second dismount example makes them different skills.
- Level 6: A team could do front  $\frac{3}{4}$  cradle and later do back tuck cradle. These are both examples of “Free Flipping Dismounts” but are clearly different skills, which would both receive credit.

**4. If we’re doing two “at level” elements within one skill does it qualify for 2 different skills (i.e. twisting low to high tic tocks in level 5)?**

No. This will be considered 1 skill however the difficulty of the skill should be considered within the range.

**5. Please explain Stunt Quantity...where does the number score come from?**

The score is based on the number of stunt groups used to perform any Level Appropriate/Elite building skill. Quantity must be performed at the same time. All groups must perform the same skill, including the same entry to the skill. There is no range, only a solid score (2.5, 4.0, 4.2, 4.4, 4.6, 4.8 or 5.0). See the chart in the Judges Worksheet.

**6. How does technique effect Stunt Quantity?**

The skill may utilize a variety of grips and still count as an elite skill if the required rotations/releases/body positions are hit in a clearly continuous manner.

**7. Which coed teams will be scored on the stunt quantity grid instead of coed quantity?**

Only ALL STAR senior coed level 3, 4, 5 and International Level 5 & 6 coed teams will be scored using COED QUANTITY. School teams, Junior coed, Open coed 4, any 4.2 coed (Senior Open or IO), restricted 5 coed and ALL other teams will be scored using Stunt Quantity.

**8. There are skills that can be performed in each level that are technically harder to do in comparison to what is listed on the Elite Level Appropriate list. Will a team get credit for Stunt Quantity if they perform a harder skill that is not listed?**

No. A team will need to perform one of the skills listed on the Elite Level Appropriate skills list for stunt or coed quantity credit. Teams will be rewarded in stunt difficulty for performing an additional level appropriate skill that is not listed as Elite.

**9. How is body position being defined?**

A lib is not a body position. A body position can be a scale, arabesque, stretch, bow and arrow, scorpion, etc...

**10. Will the 1 skill that my team performs for stunt or coed quantity count towards my difficulty score as 1 of my 4 skills required to meet the minimum requirement for the high range?**

Yes, your stunt quantity can also count towards 1 of the 4 different level appropriate skills needed if most of your athletes are involved. In order for the coed quantity to also count for stunt difficulty it must be done by most of the athletes and be a level appropriate skill.

**11. Does a drop affect the stunt quantity?**

Possibly. If a squad performs the same elite stunt skill and one group hits and then falls, the team will receive credit for the squad hitting the skill, but will also receive a deduction for the fall. However, if all (full team) but 1 group performs the same elite stunt skill, and the one group never goes, the team will receive credit for **most** performing the same elite skill. If the team intended to have **most** perform the skill but one group never goes; the team will receive credit for **majority** rather than most.

**12. Will Restricted 5 teams have their own list of Elite Stunting skills to use for quantity?**

Yes this year they have their own list.

**13. How does the Coed score work and how do I get a score? What if I am not a coed team?**

The Coed score will only pertain to teams competing in the All Star Senior Co-Ed Level 3, 4, and 5, and All Star International Co-ed Level 5 and 6. If a team is Coed, they will not receive a Stunt Quantity score. Rather, the Stunt Quantity score will be replaced with Coed Quantity.

If combined with an All Girl division, Coed teams will still be scored on Coed Quantity. There is no range, only a solid score (2.5, 4.0, 4.2, 4.4, 4.6, 4.8 or 5.0). The COED QUANTITY CHART determines the number of skills/groups required depending on the number of MALES on the team. However, the bases of the skills performed may be male or female.



The difficulty of the coed skills performed will be assessed and rewarded using the COED DIFFICULTY GRID. Coed stunts must be performed at the same time (synched or rippled) with the same entry and skill to receive credit. Unassisted skills must be completely unassisted from start to finish to receive credit as unassisted (i.e. a spotter (or other base) may not make contact until the catch of a cradle or dismount to performing surface). See chart in the Judges Worksheet.

- 14. If my level 5 team is required to have 2 coed stunts and both boys attempt to perform a Toss 1 arm Cupie, and 1 sticks and the other hits and then falls, what will my score be?**  
The team would be rewarded the 5.0, but then given a deduction for the fall.
- 15. Using the same requirements as before, but 1 group performs Toss 1 arm Cupie and the other does Toss hands, what would the score be??**  
The team would receive a 4.0 for the unassisted toss to hands. (It is assumed that the boy performing the Toss 1 arm Cupie can do the skills preceding it on the list. Thus, both boys are capable of performing toss hands.)
- 16. Using the same requirements as before, but 1 group performs Toss 1 arm Cupie and the other doesn't get off the ground, what would the score be?**  
The score would be a 2.5. It is highly suggested that teams only put skills in that they have mastered.
- 17. Does a coed team need to perform multi-base stunting skills?**  
A coed team is required to perform a coed skill for quantity; however, difficulty will be rewarded based off of the stunting skills that most of your team performs. It is the coaches' decision if they would prefer to include single-base or multi-base stunts in the routine in attempt to increase stunt difficulty. Both will count as long as the skills are performed by most.
- 18. If a spotter steps in and briefly touches the coed quantity skill will that be considered assisted or unassisted?**  
Assisted. If a spotter touches the coed stunt at any time (initiation of the skill, during the transition up, settling or stabilizing skill at the top) for any period of time, the skill will be looked at as assisted.
- 19. Can a coed team perform a different entry into their coed stunt other than toss or walk-in?**  
No. Teams can only do a toss or walk-in for coed credit. If a team performs a different entry, credit for that skill will be given in stunt difficulty.
- 20. Can a coed style toss have a "turbo"/another base assisting on the toss?**  
Yes, however this skill would only get credit as assisted. Coed style refers to a single base directly underneath the stunt, holding the weight of the stunt and not sharing the weight. The base is typically facing forward (not facing a partner base). This base may receive assistance during the "toss" from another base/spotter, but the main base in a coed style toss must release the top person in order to still be considered a coed style toss.
- 21. What is considered a 'walk-in' for the Coed Stunt Quantity grid?**  
A walk-in is a load into a stunt from ground level where the flyer typically steps into the hand(s) of the main base and is lifted into the stunt. The main base in a walk-in coed style stunt does not release the top person. Remember that coed style means that a single base is directly underneath the stunt, holding the weight of the stunt and not sharing the weight. The base is typically facing forward (not facing a partner base).
- 22. At the top of the Coed Quantity Grid it says "Unassisted Toss OR Walk in. But for a score of 5.0 it only says "Toss 1 arm" and "Toss Full Up". Does this mean that in order to receive a 5.0 a walk up 1 arm or Full Up would not count?**  
That is correct.
- 23. We are playing around with an unassisted full up heel stretch, originating from a shoulder sit (not released). Would this count for the 5.0 Coed Quantity?**  
No. You would need to toss it from the ground in order to get credit in this specific category.
- 24. On the Elite skills list a toss extended 1 arm stunt is labeled as a level 5 coed style level appropriate stunt; however, it can be performed in level 4. Will a level 5 team get credit for stunt difficulty if most of the team performs an unassisted toss extended 1 arm stunt?**  
Yes. An unassisted toss extended 1 arm stunt will not only receive coed quantity credit in levels 4 and 5, but it can also be counted as 1 of the 4 required level appropriate skills for stunt difficulty in levels 4 and 5 if performed by most. This

skill is an exception on the level appropriate document because of the difficulty of the skill.

- 25. The initial Elite level appropriate stunting skills list included ‘combination of two or more level appropriate skills performed simultaneously.’ That clause is no longer included on the most updated document. Why was it removed from the list?**

After further research and discussion it was found that scoring this would be inconsistent and near impossible to effectively score because of the numerous combinations. To keep consistency in judging at events, teams will have to pick one of the elite level appropriate skills on the current stunting list to perform as their quantity stunt.

- 26. We had 5 Level Appropriate building skills and the other team only had 4. Why is their Stunt Difficulty score higher than ours?**

Your actual score within the range is a reflection of the overall difficulty of the stunting throughout your entire routine.

- 27. How are judges going to be determining if something is creative?**

This category will be based on unique, visuals and innovative ideas both level and non-level appropriate. This score will not be determined based on the difficulty of the skills performed, but the creative way in which they were performed. Judges will be considering the entry, stunt and dismount of each stunt sequence to determine what ratio of the skills incorporate creativity. The average team will fall in the 4.3-4.6 range.

## PYRAMIDS

- 1. A team does not get credit for performing a skill more than once. How much variation is needed for the skill to be different?**

If there is a legal variation to any part of the skill it is different. Examples used: In a level 4 pyramid both flyers start from sponge and land in a cradle, but one does a braced front flip and the other does a braced back flip, the team would have performed 2 different skills.

- 2. If my entire team is in a structure and then a majority of my group’s sponge down and only 2 of my groups perform a level appropriate dismount, will I receive credit for the skill in pyramid or stunts?**

If the dismount from the pyramid structure performed is level appropriate, you will get credit for the skill in pyramid difficulty. A team may also receive credit in pyramid creativity if the dismount is unique and visual. There are varying factors that could potentially allow a team to receive credit in stunts for it providing most of the team did it. For example, if some team members sponge down from the structure and move to a new formation and most of the groups are in a stunt (not connected) the team could potentially receive stunt credit.

- 3. What percentage of athletes need to perform pyramid skills and why are there two requirements for most of the ranges?**

For Pyramid Difficulty, teams will be scored on level appropriate skills performed in pyramid sections throughout the routine. Only ONE (1) group in a pyramid sequence needs to perform the level appropriate skill to get credit but keep in mind that again, skills/transitions must be ‘different’ and repeating skills will not count more than once towards range. Actual score within the range will be derived from ALL skills in the pyramid(s).

Teams must include structures in their pyramid sequence(s) (connected/attached skills as a “picture moment”) and structures must be held for at least one count. Most of the team must be involved in the structure. The structure does not need to be level appropriate. Structures accumulate throughout the routine.

Clarification: If a structure is **At Level**, it may satisfy both requirements (level appropriate skill and structure). For example: It **IS** possible to satisfy requirements of the high range with only 4 skills total. Example: In level 1, a team may perform a braced extension pyramid (at level skill AND structure), a braced 1 leg at prep level pyramid (at level skill AND structure), and two different transitional skills to satisfy the high range requirements. Note that this gets more difficult to achieve in higher levels where **at level** structure types are more limited.

## TOSSES

- 1. How many tosses do I need to do in a routine and what requirements do I need to meet?**

The number of tosses needed is based on the number of athletes on the floor. Judges will consider all athletes participating in the skill in determining majority/squad, including front spots. Example & Clarification: For the two



highest ranges Squad Toss is required. Squad = the maximum number of tosses that can be thrown during one sequence. For a team of 20 athletes this could be satisfied by using 5 groups of 4 athletes (no front spots) OR, 4 groups of 5 athletes (front spots). Any “leftover” athletes must be included in the toss as front spots. If at any time there are more than 3 EXTRA leftover athletes who are not involved in the Toss(es) (either as a base, top, back OR FRONT SPOT), they must create another toss for it to still be considered “Squad” participation.

Tosses have to be in the same occurrence to count as majority/squad. They do not accumulate. Tosses in one occurrence do not all have to be the same body position; they just have to be level appropriate. Ripples that clearly show participation level can be considered as majority/squad. The additional toss required for the MAX score can be just one group and does not have to be level appropriate.

**2. If I have a team of 20 kids, is there an advantage to throwing 5 tosses with 4 people over a team that throws 4 tosses with front spots?**

No. The toss difficulty score would be the same because the rubric does not require a team to have front spots or not have front spots. Remember, that all athletes except 3 must be involved in a toss as a base, top person, or spotter. It is the coaches’ decision to determine if a 4 person or 5 person toss group would be safer and be performed more technically sound.

**3. If I have 4 girls left over, should I have them throw a stunt in the middle for extra points?**

No! If you have 4 athletes left over, they either need to be throwing an additional toss or fronting the tosses in the squad toss section.

## JUMPS

**1. How do we qualify for the max score in Jumps?**

Jumps are a solid score and there are no ranges. In order to receive the highest score, most (75%) of the team needs to perform 4 connected advanced jumps (or 3 connected advanced jumps plus 1 additional advanced jump at most (75%). Must include variety and must be synchronized. For example, if a team performs a synchronized: toe touch, toe touch, right hurdler, toe touch – they would receive the max score. If a team performs a synchronized: pike, hurdler, hurdler, toe touch – they would also receive the max score. If a team performs a synchronized: toe touch, toe touch, toe touch, toe touch, they did not show variety and would drop to a 4.8. Note/NEW: Performing jumps in a ripple would drop the score down to 4.2 since the jump(s) are not synchronized. If participation is less than “most” (75%), the score given will be 4.2 or less. No jumps = 0.

Jumps have to be in the same occurrence to count as majority/most. A team cannot have a few athletes perform jumps at the beginning and a few athletes later in the routine and have them count as majority/most. They do not accumulate. Clarification: The preceding point refers only to satisfying the participation percentage (majority/most). As long as it meets the requirement (majority/most) the additional jump can be done in a different section of the routine.

- Teams must perform the required skill set or they will be given a lower score. Teams performing only basic jumps will score a 4.0.
- In order to get credit for connected jumps, the elements must be in immediate combination (whip approach...no prep in between). The landing of first jump is the set of the second jump (i.e. you have to rebound into jumps). Generally if it takes more than a count, then it is not considered a connected jump.
- Jumps connected to tumbling can be used to satisfy the jump requirements (i.e. the jump in a jump/tumbling combo can be the 1 additional jump required in the highest range as long as it is a synchronized advanced jump performed by most of the team).
- Jumps are a solid score (no range), therefore separation between teams will be driven by technique scores.

**2. What jumps should I perform?**

Connected advanced jumps (double, triple, quad, etc) must consist only of advanced jumps. A “Tuck, Toe Touch” will be considered a single advanced jump, not two connected advanced jumps. Jumps that can be done left or right (or front/side) can be considered two different jumps for variety.

Basic Jumps = Spread Eagle, Tuck Jump

Advanced Jumps = Pike, Right/Left Hurdlers (front or side), Toe Touch, Double 9, Around the World, etc

When determining “advanced” vs “basic” jump **difficulty**, the technique of the jump should not be considered. If in a toe touch both legs are below hip level (i.e. poor execution) but it is evident that the skill was suppose to be a toe touch (i.e. many athletes perform it correctly) they should receive difficulty credit for it being an advanced jump. They will be scored on the technique of the jumps separately.

**3. If a team is doing 3 + 1, does the extra jump need to be in the jump sequence or can it be somewhere else in the routine?**

It can be somewhere else in the routine. Example: It is acceptable for teams to use their single jump as part of their jump/tumble combination, and then later do an additional 3.

**4. Does a team that performs 4 different jumps have an advantage over a team that performs a triple toe and a pike?**

No. Both teams will receive a max score for difficulty. The team that performs the most technically sound jumps will score the highest in technique. It is in the team’s best interest to perform their two best types of jumps in a 3 + 1 or a 4 whipped jump sequence.

## TUMBLING

**1. Are there skill caps for tumbling?**

There are no skill caps this year therefore percentage of team participation may affect your score within a range.

**2. How many athletes need to perform standing tumbling ...really?**

There are different scoring ranges for standing tumbling and part of those ranges is based on the participation percentage (majority/most, etc) that performs a tumbling pass (not a tumbling skill). Keep in mind, performing the participation percentage of level appropriate passes listed gets you into a range, it does not guarantee a specific score within the range. The highest range requires a synchronized pass by most of the team (75% of your athletes). For school teams the pass does not need to be synchronized.

**3. In running tumbling – how many passes do I need to have my athletes perform to score well?**

The running tumbling ranges dictate the participation percentage (majority/most, etc) of level appropriate passes (not skills) required to be performed to get into any particular scoring range. The number of passes required for any given range depends on the number of athletes on your team. Synchronizing passes is not required for running tumbling, however, synchronized passes are more difficult and may affect your score within your range.

As a coach you will need to decide if synchronizing passes make the most sense for your team. They have the potential to boost your difficulty score, however, if your synchronized passes are not on timed well, you may end up with a lower score in technique and not get credit for the synchronization.

**4. You keep stressing pass rather than skills – why and what does that mean?**

Tumbling will be judged based on level appropriate passes within the routine rather than skills. For example, if a L4 athlete performs a punch front, round off, back handspring, whip, back handspring, whip punch layout step out, a team would receive credit for doing one pass rather than doing four level appropriate skills. The difficulty of the passes (additional skills, specialty skills, etc) will be considered WITHIN the range only.

The standing tumbling pass begins when the athlete starts the first skill, and the pass ends when the athlete pauses or stops. It doesn’t matter if the athlete performs 1 skill or multiple level appropriate skills within the same pass. It will only be counted as 1. If a team is looking to receive credit for 2 passes, they must STOP after the first level appropriate skill/pass...PAUSE...and then continue with a second pass.

**5. Do Passes accumulate?**

Both Standing and Running Tumbling passes will accumulate throughout the routine. However, the synchronized pass required for the Standing Tumbling High range\* is not cumulative and therefore must show the required participation level (i.e. 75%, etc) during one occurrence. Therefore, on a team of 20 you can have 1 kid do 15 level appropriate standing passes to get credit for 1 of the 2 required passes by most (which will put you in the mid-range). However, you must additionally have at least 15 kids on your team perform 1 pass simultaneously to get into the high range.

\*Synchronized pass is not required for the High range in All Star Prep or School Divisions).





For School Teams Only: Both Standing and Running Tumbling will accumulate together throughout the routine. The participation expectation for school teams is lower than that of All Star teams for any given range. See school score sheet.

**6. The high range in Standing Tumbling for my level 4 All Star team states that we need a synchronized jump / tumble combination. Can we do a T-Jump to Tuck to satisfy the requirement?**

No. A T-Jump/Tuck combo is only legal because a T-Jump is NOT considered a jump skill. Because a T-Jump is not considered a jump, it cannot be used at any level to satisfy a jump/tumble combination requirement. You will need to do a jump back handspring tuck/layout, or some variation thereof, to score in the high range.

**7. If a Level 1 or 2 team performs a jump, pause and then does a standing skill will they receive extra credit for tumbling?**

No. A level 1 and 2 team is not required to connect a jump prior to standing tumbling. They need two standing tumbling passes by most (one synchronized) for the top range.

**8. If 2 passes are required, for Level 5 will jump punch front and jump back tuck be looked at as 2 different passes?**

Yes. Those are two different skills and if each is performed by most this will meet high range minimum requirements. However, if these are the only standing skills performed in a routine, expect this score to be at the low end of the high range.

**9. In Standing Tumbling Levels 3-6, can the synchronized jump/tumble combo requirement be satisfied if we land on another part of the body other than feet (i.e. seat, hands/knees)?**

No. The jump/tumble combo must land on feet to be considered level appropriate (i.e. Jump  $\frac{3}{4}$  front flip to seat would not be considered a level appropriate jump/tumble combination in Level 5).

**10. How many specialty passes does my Level 3 team need?**

Specialty passes are not required to get into range however they may affect your score within the range.

**11. What is an example of a Level 5 Elite running tumbling pass?**

A team can do a specialty pass through to full, double, or specialty through to full/double. Specialty skills do not include front walkovers, front handsprings or front/side aerials. Specialty skill pass examples include: whip through to twisting skill, Arabian through to twisting skill, etc...

**12. What will be more difficult for Level 5: whip through to full or double?**

This is the determination of the judge. Twisting comes easy for some athletes and connecting more skills is easier for others. Suggestion is to determine what passes are the best passes for your kids and to show variety amongst your team. It shows depth of the ability of your team. How many athletes are performing the elite passes, what the elite passes are and if any of the passes are synched, could affect your score in regards to difficulty.

**13. Does a Restricted 5 team need to perform Elite running tumbling passes?**

No. Elite passes are only required for worlds eligible teams (however, level appropriate specialty passes could drive your score within a range.)

**14. Can a team recycle kids to meet running tumbling minimum requirements for a range?**

Yes. Running tumbling is cumulative throughout the routine. The number of passes performed will be added up to determine which range the team should be scored in. However, only having few members of your team perform passes could affect your score within the range.

## OVERALL

**1. What do I need to put in my dance to get in the high range? How many eight counts do I need to perform?**

There is no solid answer to this question – and that is okay. Thankfully, we are a part of a sport that embraces creativity and showmanship. Dances that will score well will be fun, exciting, performed well, and follow the text in the dance rubric on the score sheet. Dances should demonstrate a high level of energy and entertainment value, which incorporates multiple visual elements including a variety of levels, formation changes, partner work, foot work and floor work. Note that for dance there is one range, which also encompasses technique, perfection, synchronization, pace, musicality and intricacy of dance moved performed.



**2. How would a cheer be scored on the school scoresheet?**

Cheer will be evaluated within the Routine Composition and Performance sections of the Tosses and Overall scoresheet.

**3. Are there any minimum scores or ranges within the values for Dance, Performance and Routine Composition?**

The absolute minimum is 9.0 for both Performance and Routine Composition and 4.0 for Dance (unless no dance is performed...in the event that no dance is performed the team will receive a zero for the category). However, judges will try to keep MOST dance scores above 4.4 and MOST Performance AND Routine Composition scores above 9.4. So your ranges at most events may look similar to this (this is not an “official” grid...just a general guideline:

Dance (4.0 – 5.0)	Performance & Routine Composition (9.0 – 10.0)
4.0 – 4.3 – Tragic 4.3 – 4.5 – Needs Improvement 4.5 - 4.7 – Average <- This is where most teams will probably be 4.7 – 4.8 – Above Average (Wow...Very Impressive!) 4.9 – 5.0 – Excellent (Epic! Peel my jaw off the floor... I am in awe and can't believe what I just witnessed)	9.0 – 9.3 – Tragic 9.3 – 9.5 – Needs Improvement 9.5 - 9.7 – Average <- This is where most teams will probably be 9.7 – 9.8 – Above Average (Wow...Very Impressive!) 9.9 – 10.0 – Excellent (Epic! Peel my jaw off the floor...I am in awe and can't believe what I just witnessed)

The goal here is to use the range and reserve scores in the highest and lowest ranges for those teams who truly deserve those scores.

Although this scoring system is not solely a comparative system, your scores will reflect the talent pool at the event and these ranges may skew up or down depending on the talent displayed. For example, if the first team performs and were pretty impressive, the judges may score them in the “average” range (not knowing what to expect from the rest of the teams). If all of the following teams were less impressive, the “average scores” for that division may end up being in the Needs Improvement range, with some scoring in the “tragic” range...even though they are not truly tragic. Alternatively, if the rest of the teams were all better than the first team, the average scores may end up in the Above Average/Wow range, with some teams possibly scoring in the Excellent/Epic range who may never earn a score in that range again at another event.

Judges should have an idea in their minds what Tragic vs Needs Improvement vs Average vs Above Average vs Excellent, score would be ahead of time and score teams according to those ideals. However, once the first team is scored that team’s score becomes the baseline. The following teams need to be ranked/assessed by the scoring in comparison to the first team (and subsequent teams) as well as the judges’ own ideals.

It is okay for two (or more) teams to score exactly the same if they truly are matched in quality. However judges must be cognizant of the fact that they are ultimately hired to rank the teams in the divisions...scoring everyone the same/very close does not achieve this goal.

**4. I am confused by the difference between Performance and Routine Composition. Can you explain the difference?**

In the most simplistic terms, for Performance you are scoring the athletes on how well they “sold” the routine. For routine composition you are scoring the coach/choreographers’ ability to create (and teach) a routine that is exciting & intricate but also suits the ability of the athletes. Read the descriptions for each category on the score sheet with this mindset.

**5. If two people bump into each other while moving to spots is there a deduction?**

There are no deductions assessed for bumping in general routine choreography. Judges will take this into account when determining the score in the Routine Composition category.