



2017-18 Cheerleading Rubric & Scoring Guidelines

Dance

- Required Minimum of (3) 8-counts of Dance performed by majority of the team throughout the routine. If 8-count is used as transition into or out of dance then it does not count as dance. Should be performed with strong pace, sharpness, visual effects, level changes, ripples, variety, footwork, floor work, body movement, and execution throughout the dance.

Transitions/Formations:

- Creative and innovative flow of routine which should be performed with proper knowledge of formations, visual appeal, spacing, use of floor, clear shapes, and straight lines.

Pyramids:

To maximize the score within rubric category, teams must perform a minimum 3 DIFFERENT skills using at least 75% of the team. Skills can be performed from anywhere on the progression sheet, but all skills should not be from the same category (Variations, Transitions, Inversions, Dismounts). Score will be determined by where the skill is in progression. Judges will be awarding execution points based on the following indicators: execution/form, incorporation, flexibility, building, transitions, inversions, releases, dismounts, and synchronization. Routines are judged until all athletes are brought safely down to the mat. However, timing of routine will stop when the music stops.

Stunts:

To maximize the score within rubric category, teams must perform a minimum 3 DIFFERENT skills using majority of the team. Skills can be performed from anywhere on the progression sheet, but all skills should not be from the same category (Variations, Transitions, Inversions, Dismounts). Tosses may only count as one of the skills. Score will be determined by where the skill is in progression. Judges will be awarding execution points based on the following indicators: execution/form, variety, incorporation, flexibility, building, transitions, inversions, releases, dismounts, height (tosses) and synchronization. Routines are judged until all athletes are brought safely down to the mat. However, timing of routine will stop when the music stops.

Tumbling:

NEW for 2017-18!! The minimum number of athletes necessary for a team to be awarded a difficulty score for tumbling will be 30% of the team's total. So if at least 30% of the team performs tumbling skills, they can earn a score using the participation grid. Teams who only hit 30% up to 50% will not get additional sprinkles. Teams that perform Majority (51%) and Full Team will be awarded higher scores on the difficulty rubric. Individual series skills are not considered as difficult as synchronized tumbling skills.

RECYCLED TUMBLING DOES NOT COUNT TOWARDS MAJORITY

- **Standing Tumbling:** A tumbling skill (series of skills) performed from a standing position without any previous forward momentum. Any number of steps backward prior to execution of tumbling skill(s) is defined as "standing tumbling."
- **Running Tumbling:** Tumbling that is performed with a running start and/or involves a step or a hurdle (etc,) used to gain momentum as an entry to another skill. Any type of forward momentum/movement prior to execution of the tumbling skill(s) is defined as "running tumbling."