

# SCHOOL CROWD LEADING- *DIFFICULTY* (Novice)

## CHEER AMERICA

### BUILDING QUANTITY CHART

The number listed is the minimum that should be executed. Utilizing ALL stunt groups/athletes could positively impact your scores.

# OF ATHLETES	# OF GROUPS	
	STUNT	PYRAMID
5-10	1	2
11-14	2	2
15-19	3	3
20-25	4	4
26-30	5	5

### TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	TUMBLING	JUMPS
5-7	5	5
8-10	7	7
11-13	9	9
14-17	12	12
18-21	15	15
22-25	19	19
26-30	22	22

### STUNT DIFFICULTY

1.0-3.0	does NOT meet the below requirements
3.0-4.5	Prep Level OR Below Prep level single leg requirement performed by less than MOST
4.5-6.0	•Extension Preps <b>OR</b> •One Leg Variations Below Prep Level
6.0-7.5	•Extensions <b>OR</b> •One Leg Variations at Prep Level

### TUMBLING DIFFICULTY

1.0-2.0	does NOT meet the below requirements
2.0-3.0	Does not meet the 3.0-4.0 requirements by MOST
3.0-4.0	•Cartwheels <b>OR</b> •Round-Offs <b>OR</b> •Forward/Backward Rolls
4.0-5.0	•Round-off BHS <b>OR</b> •Standing BHS

### PYRAMID DIFFICULTY

1.0-3.0	does NOT meet the below requirements
3.0-4.5	Skills do not meet 3.0-4.0 requirements by MOST
4.5-6.0	<b>Pyramids involving:</b> •Extended Two Leg Stunts <b>AND/OR</b> •One Leg Stunts at Prep Level
6.0-7.5	<b>Pyramids involving:</b> • Extended One Leg Stunt (multiple) • Multiple (2+) Novice level transitions

### JUMP DIFFICULTY

2.5	does NOT meet the below requirements
4.0	Single Advanced Jumps by MOST synchronized
4.5	Double Jump Combinations by MOST synchronized
5.0	Triple Jump combinations or Double Jump combinations and a Single Jump by MOST synchronized- <b>MUST include VARIETY</b>

### ADDITIONAL INFORMATION

*Difficulty factors include the following in this order: Difficulty of skills performed, athlete participation, pace, variety and quantity.*

*Tumbling will be cumulatively considered to determine a scoring range; however once within a range, athlete participation and synchronization will impact your score.*

**VARIETY**- at least 2 different jumps. (same jump w/different legs does NOT count)

**Advanced Jumps:** Pike, Right/Left Hurdler (front or side), Toe Touch, Double Nine

# SCHOOL CROWD LEADING - DIFFICULTY (*Intermediate*)

## CHEER AMERICA

### BUILDING QUANTITY CHART

The number listed is the minimum that should be executed. Utilizing ALL stunt groups/athletes could positively impact your scores.

# OF ATHLETES	# OF GROUPS	
	STUNT	PYRAMID
5-10	1	2
11-14	2	2
15-19	3	3
20-25	4	4
26-30	5	5

### TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	TUMBLING	JUMPS
5-7	5	5
8-10	7	7
11-13	9	9
14-17	12	12
18-21	15	15
22-25	19	19
26-30	22	22

### STUNT DIFFICULTY

1.0-3.0	does NOT meet the below requirements
3.0-4.5	<ul style="list-style-type: none"> <li>•Extension Preps <b>OR</b></li> <li>•One Leg Variations Below Prep Level</li> </ul>
4.5-6.0	<ul style="list-style-type: none"> <li>•Extensions <b>OR</b></li> <li>•One Leg Variations at Prep Level</li> </ul>
6.0-7.5	<ul style="list-style-type: none"> <li>•Extended One Leg Stunts <b>AND</b></li> <li>•Single Twisting transition or dismount <b>to or from</b> a Two Leg Stunt <b>OR</b> from a single leg originating at prep level.</li> </ul>

### TUMBLING DIFFICULTY

1.0-2.0	does NOT meet the below requirements
2.0-3.0	<ul style="list-style-type: none"> <li>•Cartwheels <b>OR</b></li> <li>•Round-Offs <b>OR</b></li> <li>•Forward/Backward Rolls</li> </ul>
3.0-4.0	<ul style="list-style-type: none"> <li>•Round off BHS <b>OR</b></li> <li>•Standing BHS <b>OR</b></li> <li>•Jump/Single BHS Combinations</li> </ul>
4.0-5.0	<ul style="list-style-type: none"> <li>•Round-off BHS Back Tucks <b>OR</b></li> <li>•Round-off Tucks <b>OR</b></li> <li>•Standing BHS series <b>OR</b></li> <li>•Jump/consecutive BHS combinations</li> </ul>

### PYRAMID DIFFICULTY

1.0-3.0	does NOT meet the below requirements
3.0-4.5	<b>Pyramids involving:</b> <ul style="list-style-type: none"> <li>•Extended Two Leg Stunts <b>AND/OR</b></li> <li>•One Leg Stunts at Prep Level</li> </ul>
4.5-6.0	<b>Pyramids involving:</b> <ul style="list-style-type: none"> <li>• Extended One Leg Stunt (multiple)</li> <li>• Multiple (2+) Novice level transitions</li> </ul>
6.0-7.5	<b>Pyramids involving:</b> <ul style="list-style-type: none"> <li>•Multiple transitional elements one of which is a release <b>AND</b></li> <li>• Multiple extended structured including extended one leg stunts</li> </ul>

### JUMP DIFFICULTY

2.5	does NOT meet the below requirements
4.0	Single Advanced Jumps by MOST synchronized
4.5	Double Jump Combinations by MOST synchronized
5.0	Triple Jump combinations or Double Jump combinations and a Single Jump by MOST synchronized- <b>MUST include VARIETY</b>

### ADDITIONAL INFORMATION

*Difficulty factors include the following in this order: Difficulty of skills performed, athlete participation, pace, variety and quantity.*

*Tumbling will be cumulatively considered to determine a scoring range; however once within a range, athlete participation and synchronization will impact your score.*

**VARIETY-** at least 2 different jumps. (same jump w/different legs does NOT count)

**Advanced Jumps:** Pike, Right/Left Hurdler (front or side), Toe Touch, Double Nine

# SCHOOL CROWD LEADING - *DIFFICULTY (Advanced)*

## CHEER AMERICA

### BUILDING QUANTITY CHART

The number listed is the minimum that should be executed. Utilizing ALL stunt groups/athletes could positively impact your scores.

# OF ATHLETES	# OF GROUPS	
	STUNT	PYRAMID
5-10	1	2
11-14	2	2
15-19	3	3
20-25	4	4
26-30	5	5

### TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	TUMBLING	JUMPS
5-7	5	5
8-10	7	7
11-13	9	9
14-17	12	12
18-21	15	15
22-25	19	19
26-30	22	22

### STUNT DIFFICULTY

1.0-3.0	Skills do NOT meet the below requirements
3.0-4.5	<ul style="list-style-type: none"> <li>•Extension Preps <b>OR</b></li> <li>•One Leg Variations Below Prep Level <b>OR</b></li> <li>•Extensions <b>OR</b></li> <li>•One Leg Variations at Prep Level</li> </ul>
4.5-6.0	<ul style="list-style-type: none"> <li>•Extended One Leg Stunts <b>AND</b></li> <li>•Required twisting skill: Single Twisting transition or dismount <b>to or from</b> Two Leg Stunts</li> </ul>
6.0-7.5	<ul style="list-style-type: none"> <li>•<b>Multiple</b> Elite Skills* <b>AND</b> Single Twisting transition or dismount <b>FROM</b> Extended One Leg Stunts (this includes 1 1/4 twisting plus a trick that originates at extended and presses to prep (EX- Extended lib dip to prep kick full) <b>OR</b></li> <li>•Extended Stunt Sequence performed by a Single Base, Unassisted COED STYLE</li> </ul>

### TUMBLING DIFFICULTY

1.0-2.0	Skills do NOT meet the below requirements
2.0-3.0	<ul style="list-style-type: none"> <li>•Round off BHS <b>OR</b></li> <li>•Standing BHS <b>OR</b></li> <li>•Jump/Single BHS Combinations</li> </ul>
3.0-4.0	<ul style="list-style-type: none"> <li>•Round-off BHS Back Tucks <b>OR</b></li> <li>•Round-off Tucks <b>OR</b></li> <li>•Standing BHS series <b>OR</b></li> <li>•Jump/consecutive BHS combinations</li> </ul>
4.0-5.0	<ul style="list-style-type: none"> <li>•Running Layouts/Fulls <b>OR</b></li> <li>•Standing Tucks/Layouts/Fulls <b>OR</b></li> <li>•Jump Tuck/Full combinations</li> </ul>

### PYRAMID DIFFICULTY

1.0-3.0	Skills do NOT meet the below requirements
3.0-4.5	<b>Pyramids involving:</b> <ul style="list-style-type: none"> <li>•Extended Two Leg Stunts <b>AND/OR</b></li> <li>•One Leg Stunts at Prep Level</li> <li>•Pyramids involving an Extended One Leg Stunt</li> </ul>
4.5-6.0	<b>Pyramids involving:</b> <ul style="list-style-type: none"> <li>• Multiple transitional elements, one of which is a release <b>AND</b></li> <li>• Multiple extended structures including extended one leg stunts.</li> </ul>
6.0-7.5	<b>Pyramids involving:</b> <ul style="list-style-type: none"> <li>•Multiple extended one leg stunts with <b>Multiple</b> transitional sequences <b>PLUS one of the following:</b></li> <li>•Advanced Inverting transition OR an advanced release transition</li> </ul>

### JUMP DIFFICULTY

2.5	Skills do NOT meet the below requirements
4.0	Single Advanced Jumps by MOST synchronized
4.5	Double Jump Combinations by MOST synchronized
5.0	Triple Jump combinations or Double Jump combinations and a Single Jump by MOST synchronized- <b>MUST include VARIETY</b>

### ADDITIONAL INFORMATION

*Difficulty factors include the following in this order: Difficulty of skills performed, athlete participation, pace, variety and quantity.*

*Tumbling will be cumulatively considered to determine a scoring range; however once within a range, athlete participation and synchronization will impact your score.*

**VARIETY-** at least 2 different jumps. (same jump w/different legs does NOT count)

**Advanced Jumps:** Pike, Right/Left Hurdler (front or side), Toe Touch, Double Nine

# SCHOOL CROWD LEADING - EXECUTION

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### EXECUTION- Stunt/Pyramid

1.0-3.0	BELOW	<b>ALL:</b> Errors are occurring across all participating athletes/groups
3.0-4.5	LOW	<b>Widespread/Many/Frequent:</b> <ul style="list-style-type: none"> <li>Widespread errors across many athletes</li> <li>Frequent errors within/across many stunts or groups</li> </ul>
4.5-6.0	MID	<b>Multiple/Majority/Several:</b> <ul style="list-style-type: none"> <li>Multiple athlete errors</li> <li>Majority stunt groups do not have errors vs majority do have errors</li> <li>Severity of errors: <i>Several or minimal</i></li> </ul>
6.0-7.5	HIGH	<b>Minor/Few/Minimal:</b> <ul style="list-style-type: none"> <li>Single stunt minor error</li> <li>Few athletes minor or minimal error</li> <li>Minimal errors/stunt errors throughout</li> </ul>

### EXECUTION-Tumbling/Jumps

1.0-2.0	BELOW	<b>ALL:</b> Errors are occurring across all participating athletes
2.0-3.0	LOW	<b>Widespread/Many/Frequent:</b> <ul style="list-style-type: none"> <li>Widespread errors across many athletes</li> <li>Frequent errors across many athletes</li> </ul>
3.0-4.0	MID	<b>Multiple/Majority/Several:</b> <ul style="list-style-type: none"> <li>Multiple athlete errors</li> <li>Majority do not have errors vs majority do</li> <li>Severity of those errors: <i>Several or minimal</i></li> </ul>
4.0-5.0	HIGH	<b>Minor/Few/Minimal:</b> <ul style="list-style-type: none"> <li>Single athlete minor error</li> <li>Few athletes minor or minimal error</li> <li>Minimal athletes/errors throughout</li> </ul>

### STUNT/PYRAMID CRITERIA

Each execution score will look at below criteria (NOT a driver system)

<b>TOP PERSON</b>	<ul style="list-style-type: none"> <li>Body Control</li> <li>Uniform Flexibility</li> <li>Legs Straight and toes pointed</li> </ul>
<b>BASE/SPOTTERS</b>	<ul style="list-style-type: none"> <li>Stability of stunt</li> <li>Solid stance</li> <li>Stationary Feet</li> </ul>
<b>TRANSITIONS</b>	<ul style="list-style-type: none"> <li>Entries</li> <li>Dismounts</li> <li>Control from Skill to Skill</li> </ul>
<b>SYNC*</b>	<ul style="list-style-type: none"> <li>Timing (when applicable)</li> </ul>

### TUMBLING CRITERIA

Each execution score will look at below criteria (NOT a driver system)

<b>APPROACH</b>	<ul style="list-style-type: none"> <li>Arm placement into skill</li> <li>swing/prep</li> <li>Chest placement</li> </ul>
<b>BODY CONTROL</b>	<ul style="list-style-type: none"> <li>Placement of: Head, Arm/Shoulders, Legs</li> <li>Hips</li> <li>Control from skill to skill in pass</li> <li>Pointed toes</li> </ul>
<b>LANDINGS</b>	<ul style="list-style-type: none"> <li>Control</li> <li>Chest Placement</li> <li>Finished pass/skill</li> <li>Incomplete twisting skills</li> </ul>
<b>SYNC*</b>	<ul style="list-style-type: none"> <li>Timing (when applicable)</li> </ul>

### JUMP CRITERIA

Each execution score will look at below criteria (NOT a driver system)

<b>ARM PLACMENT</b>	<ul style="list-style-type: none"> <li>Approach</li> <li>Consistent entry</li> <li>Swing/Prep</li> <li>Arm positioning within jump(s)</li> </ul>
<b>LEG PLACEMENT</b>	<ul style="list-style-type: none"> <li>Straight legs</li> <li>Pointed Toes</li> <li>Height</li> <li>Hip Placement/Rotation</li> <li>Hyperextension</li> <li>Chest Placement</li> <li>Legs/Feet together</li> <li>Landings</li> </ul>
<b>SYNC*</b>	<ul style="list-style-type: none"> <li>Timing (when applicable)</li> </ul>

# SCHOOL CROWD LEADING - OVERALL

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### CROWD EFFECTIVE MATERIAL

1.0-10.0	Crowd Oriented material, encourages engagement & response including words of cheer, voice, pace, volume
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### EFFECTIVE USE OF SKILLS (CHEER)

1.0-5.0	IN CHEER: Skills executed are practical & appropriate to engage and lead
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### EFFECTIVE USE OF PROPS (CHEER)

1.0-5.0	IN CHEER: Props are used, easy to follow & encourage crowd participation
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### FORMATIONS/SPACING

1.0-5.0	Variety & Execution of formations throughout the routine
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### DANCE/MOTIONS

1.0-5.0	Dance & other motions/choreography throughout the routine. This includes execution/footwork, floor work, levels & pace
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### SCHOOL REPRESENTATION

4.0-5.0	Sportsmanship, performance integrity, make-up, bows
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### ROUTINE COMPOSITION (Tumbling Judge)

8.0-10.0	Seamless movement & Patterns, Flow, Transitions, Skill Readability and creativity
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### PERFORMANCE & SHOWMANSHIP: *(Averaged across all scoresheets)*

3.0-5.0	Genuine energy and enthusiasm
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