

SCHOOL CROWD LEADING - *DIFFICULTY* (Novice Non-Tumbling)

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

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	<ul style="list-style-type: none"> •Extension Preps OR •One Leg Variations Below Prep Level
6.0-7.5	<ul style="list-style-type: none"> •Extensions OR •One Leg Variations at Prep Level

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- MUST include VARIETY

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	Pyramids involving: <ul style="list-style-type: none"> •Extended Two Leg Stunts AND/OR •One Leg Stunts at Prep Level
6.0-7.5	Pyramids involving: <ul style="list-style-type: none"> • Extended One Leg Stunt (multiple) • Multiple (2+) Novice level transitions

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 Non-Tumbling)

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

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"> •Extension Preps OR •One Leg Variations Below Prep Level
4.5-6.0	<ul style="list-style-type: none"> •Extensions OR •One Leg Variations at Prep Level
6.0-7.5	<ul style="list-style-type: none"> •Extended One Leg Stunts AND •Single Twisting transition or dismount to or from a Two Leg Stunt OR from a single leg originating at prep level.

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- MUST include VARIETY

PYRAMID DIFFICULTY

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

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 Non-Tumbling)

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

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"> •Extension Preps OR •One Leg Variations Below Prep Level OR •Extensions OR •One Leg Variations at Prep Level
4.5-6.0	<ul style="list-style-type: none"> •Extended One Leg Stunts AND •Required twisting skill: Single Twisting transition or dismount to or from Two Leg Stunts
6.0-7.5	<ul style="list-style-type: none"> •Multiple Elite Skills* AND Single Twisting transition or dismount FROM 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) OR •Extended Stunt Sequence performed by a Single Base, Unassisted COED STYLE

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- MUST include VARIETY

PYRAMID DIFFICULTY

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

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 (Non-Tumbling)

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EXECUTION- Stunt/Pyramid

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

EXECUTION-Jumps

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

STUNT/PYRAMID CRITERIA

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

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

JUMP CRITERIA

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

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

SCHOOL CROWD LEADING -OVERALL (Non-Tumbling)

CHEER AMERICA

CROWD EFFECTIVE MATERIAL

1.0-10.0

Crowd Oriented material, encourages engagement & response including words of cheer, voice, pace, volume

EFFECTIVE USE OF SKILLS (CHEER)

1.0-5.0

IN CHEER: Skills executed are practical & appropriate to engage and lead

EFFECTIVE USE OF PROPS (CHEER)

1.0-5.0

IN CHEER: Props are used, easy to follow & encourage crowd participation

FORMATIONS/SPACING

1.0-5.0

Variety & Execution of formations throughout the routine

DANCE/MOTIONS

1.0-10.0

Dance & other motions/choreography throughout the routine. This includes execution/footwork, floor work, levels & pace

SCHOOL REPRESENTATION

4.0-5.0

Sportsmanship, performance integrity, make-up, bows

ROUTINE COMPOSITION (Tumbling Judge)

8.0-10.0

Seamless movement & Patterns, Flow, Transitions, Skill Readability and creativity

PERFORMANCE & SHOWMANSHIP: (Averaged across all scoresheets)

8.0-10.0

Genuine energy and enthusiasm