



SCHOOL CHEER
SCORING RANGES
2022-2023 SEASON



The following document outlines the point range for specific skills performed by MOST of the team. Skills performed by LESS than MOST of the team will move the score into a lower range. In each category, MOST of the team must master each listed skill, unless the skills are separated by the word "OR."

*THE TERM **MOST** IS APPROXIMATELY 75% OF THE TEAM*

NOVICE DIVISIONS

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY
3-4	3-4	3-4
<ul style="list-style-type: none"> ● EXTENSION PREPS OR ● ONE LEG VARIATIONS BELOW PREP LEVEL 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● EXTENDED TWO LEG STUNTS AND/OR ● ONE LEG STUNTS AT PREP LEVEL 	<ul style="list-style-type: none"> ● CARTWHEELS OR ● ROUNDOFFS OR ● FORWARD/BACKWARD ROLLS
4-5	4-5	4-5
<ul style="list-style-type: none"> ● EXTENSIONS OR ● ONE LEG VARIATIONS AT PREP LEVEL 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● EXTENDED ONE LEG STUNT 	<ul style="list-style-type: none"> ● ROUNDOFF BHS OR ● STANDING BHS

NOVICE DETAILS:

- **TOSSES:**
 - Not required, but may be rewarded in the “pyramid” category
 - **JUMP DIFFICULTY (4.0-5.0):** *Must be Advanced Jumps (Toe Touch, Right/Left Hurdlers, Pike)*
 - 4.0– Single jumps
 - 4.5– Double jump combinations
 - 5.0– Triple jump combinations, OR double jump combo and a single jump (MUST have variety)
 - **TIMING (9.0-10.0):**
 - Synchronization & uniformity
 - **ROUTINE COMPOSITION (9.0-10.0):**
 - Spacing, seamless movement & patterns, execution of formations
 - **VOICE/INFLECTION (9.0-10.0):**
 - Practical pace of cheer, words are easy to understand
 - **MOTIONS/DANCE (9.0-10.0):**
 - Motion technique throughout the routine
 - Dance with a variety of visual elements including movement, level changes, footwork and floorwork, performed at a high level of perfection.
 - **SHOWMANSHIP (9.0-10.0):**
 - Genuine energy and enthusiasm through the duration of the routine
 - **SCHOOL REPRESENTATION (9.0-10.0):**
 - Sportsmanship, Make-up & Bows, Performance Integrity
 - **CROWD EFFECTIVE MATERIAL (4.0-5.0):**
 - Easy to follow, encourages participation, use of props (signs, megaphones, poms, flags)
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INTERMEDIATE DIVISIONS

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY
2-3	2-3	2-3
<ul style="list-style-type: none"> ● EXTENSION PREPS OR ● ONE LEG VARIATIONS BELOW PREP LEVEL 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● EXTENDED TWO LEG STUNTS AND/OR ● ONE LEG STUNTS AT PREP LEVEL 	<ul style="list-style-type: none"> ● CARTWHEELS OR ● ROUNDOFFS OR ● FORWARD/BACKWARD ROLLS
3-4	3-4	3-4
<ul style="list-style-type: none"> ● EXTENSIONS OR ● ONE LEG VARIATIONS AT PREP LEVEL 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● EXTENDED ONE LEG STUNT 	<ul style="list-style-type: none"> ● ROUNDOFF BHS OR ● STANDING BHS
4-5	4-5	4-5
<ul style="list-style-type: none"> ● EXTENDED ONE LEG STUNTS AND REQUIRED TWISTING SKILL: ● SINGLE TWISTING TRANSITION/DISMOUNT FROM A TWO LEG STUNT 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● MULTIPLE TRANSITION ELEMENTS, 1 MUST BE A RELEASE AND ● MULTIPLE EXTENDED STRUCTURES INCLUDING SINGLE LEG STUNTS 	<ul style="list-style-type: none"> ● ROUNDOFF BHS TUCK OR ● ROUNDOFF TUCK OR ● STANDING BHS SERIES OR ● JUMP/BHS COMBINATION

INTERMEDIATE DETAILS:

- **TOSSES:**
 - Not required, but may be rewarded in the “pyramid” category
 - **JUMP DIFFICULTY (4.0-5.0):** *Must be advanced jumps (Toe Touch, Right/Left Hurdlers (front/side), or Pike)*
 - 4.0- Single jumps
 - 4.5- Double jump combinations
 - 5.0- Triple jump combinations, OR double jump combo and a single jump (MUST have variety)
 - **TIMING (9.0-10.0):**
 - Synchronization & uniformity
 - **ROUTINE COMPOSITION (9.0-10.0):**
 - Spacing, seamless movement & patterns, execution of formations
 - **VOICE/INFLECTION (9.0-10.0):**
 - Practical pace of cheer, words are easy to understand
 - **MOTIONS/DANCE (9.0-10.0):**
 - Motion technique throughout the routine
 - Dance with a variety of visual elements including movement, level changes, footwork and floorwork, performed at a high level of perfection.
 - **SHOWMANSHIP (9.0-10.0):**
 - Genuine energy and enthusiasm through the duration of the routine
 - **SCHOOL REPRESENTATION (9.0-10.0):**
 - Sportsmanship, Make-up & Bows, Performance Integrity
 - **CROWD EFFECTIVE MATERIAL (4.0-5.0):**
 - Easy to follow, encourages participation, use of props (signs, megaphones, poms, flags)
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ADVANCED DIVISIONS

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY
2-3	2-3	2-3
<ul style="list-style-type: none"> ● EXTENSION PREPS OR ● ONE LEG VARIATION BELOW PREP LEVEL OR ● EXTENSIONS OR ● ONE LEG VARIATION AT PREP LEVEL 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● EXTENDED TWO LEG STUNTS AND/OR ● ONE LEG STUNTS AT PREP LEVEL ● EXTENDED ONE LEG STUNT 	<ul style="list-style-type: none"> ● CARTWHEELS OR ● ROUNDOFFS OR ● FORWARD/BACKWARD ROLLS OR ● ROUNDOFF BHS OR ● STANDING BHS
3-4	3-4	3-4
<ul style="list-style-type: none"> ● EXTENDED ONE LEG STUNTS AND REQUIRED TWISTING SKILL: ● SINGLE TWISTING TRANSITION/DISMOUNT FROM A TWO LEG STUNT 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● MULTIPLE TRANSITION ELEMENTS, ONE MUST BE A RELEASE AND ● MULTIPLE EXTENDED STRUCTURES INCLUDING SINGLE LEG STUNTS 	<ul style="list-style-type: none"> ● ROUNDOFF BHS TUCK OR ● ROUNDOFF TUCK OR ● STANDING BHS SERIES OR ● JUMP BHS COMBINATION
4-5	4-5	4-5
<ul style="list-style-type: none"> ● MULTIPLE ELITE SKILLS AND SINGLE TWISTING TRANSITION/DISMOUNT FROM ONE LEG STUNTS OR ● EXTENDED STUNT SEQUENCE PERFORMED BY A SINGLE BASE, UNASSISTED 	PYRAMIDS INVOLVING <ul style="list-style-type: none"> ● EXTENDED ONE LEG STUNTS WITH MULTIPLE TRANSITIONAL SEQUENCES PLUS ONE OF THE FOLLOWING: ● AT LEAST ONE IS BRACED FLIP OR ● ARM BRACED TIC TOCK (AND MULTIPLE EXTENDED STRUCTURES) 	<ul style="list-style-type: none"> ● LAYOUTS OR ● STANDING BACK TUCK OR ● STANDING BHS BACK TUCK

ADVANCED DETAILS:

- **STUNTS:** Elite stunt skills include (but are not limited to):
 - Full up to Extended position
 - Release moves that end in extension
 - Tick Tock variations
 - Toss Extension Stunts
 - Other Transitions and unique mounts of similar difficulty
- **TOSSES:**
 - Not required, but may be rewarded in the "pyramid" category
- **JUMP DIFFICULTY (4.0-5.0):** *Must be advanced jumps (Toe Touch, Right/Left Hurdlers (front/side), or Pike)*
 - 4.0- Single jumps
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 - 5.0- Triple jump combinations, OR double jump combo and a single jump (MUST have variety)
- **TIMING (9.0-10.0):**
 - Synchronization & uniformity
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 - Spacing, seamless movement & patterns, execution of formations

- **VOICE/INFLECTION (9.0-10.0):**
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Last Updated: 7/25/2022