

CHEER
2010 Performance Scoresheet Guidelines



TUMBLING SKILLS:

Standing Tumbling:

Execution (10 Points):

Demonstrates excellent form, control, timing & team synchronisation of skills.

Difficulty (5 Points):

Demonstrates a variety of challenging skills with most to all team members performing skills

Running Tumbling:

Execution (10 Points):

Demonstrates excellent form, control, timing & team synchronisation of skills.

Difficulty (5 Points):

Demonstrates a variety of challenging skills with most to all team members performing skills

Jumps:

Execution: (10 Points):

Demonstrates excellent form, control, timing & team synchronisation of skills.

Difficulty (5 Points):

Demonstrates a variety of challenging skills with most to all team members performing skills

Basic Jumps - Star, Double Hook, Tuck and Stag.

Advanced Jumps - Herkie, Side Hurdler, Toe Touch, Front Hurdler, Pike and Double Nine.

Combinations - Connecting jumps, or jumps connected with standing tumbling. Standing

Tumbling difficulty will be reflected in the standing tumbling score and will not be evaluated in the jump category.

Overall Presentation:

Overall Routine Impression (10 Points):

Teams' ability to exhibit great energy, enthusiasm, confidence & excitement. Judges overall impression of the performance, entertainment value and age appropriateness of movements/music

Level Rule Infraction: (5 point deduction each occurrence)

Skills performed outside of level guidelines.

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BUILDING SKILLS:

Stunts:

Execution (15 Points):

Demonstrates excellent form, control, timing & team synchronisation of skills.

Difficulty – Stunts (10 Points):

Multiple groups performing a variety of single and double based stunts with multiple body positions while in the air

Difficulty – Load-ins, Dismounts, Transitions (10 Points):

Demonstrate intricate, creative and energetic load-ins, dismounts and transitions which enhance the overall visual effect of the routine

Pyramids:

Execution (15 Points):

Demonstrates excellent form, control, timing & team synchronisation of skills.

Difficulty - Pyramids (10 Points):

More than one pyramid in routine, with multiple number of positions

Difficulty – Load-ins, Dismounts, Transitions (10 Points):

Demonstrate intricate, creative and energetic load-ins, dismounts and transitions which enhance the overall visual effect of the routine

Tosses:

Execution: (10 Points):

Demonstrates excellent form, control, timing & team synchronisation of skills.

Difficulty (10 Points):

Multiple tosses demonstrating creativity and variety, with multiple performers being used

Overall Presentation:

Overall Routine Impression (10 Points):

Teams' ability to exhibit great energy, enthusiasm, confidence & excitement. Judges overall impression of the performance, entertainment value and age appropriateness of movements/music

Level Rule Infraction: (5 point deduction each occurrence)

Skills performed outside of level guidelines.

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DANCE/ARTISTRY:

Dance:

Execution (10 Points):

The mastering of correct dance technique and consistency throughout the team with exceptional team synchronisation.

Difficulty/Creativity (10 Points):

Multiple transitions and level changes to include variety of movement, footwork, floorwork performed at a challenging tempo

Motions:

Execution/Difficulty (5 Points):

*Motions may be a sequence or done throughout the routine. (i.e. top of stunts and/or pyramids)
Demonstrates strong, powerful and challenging motions with precise angles/levels*

Formations/Transitions:

Execution: (5 Points):

*Consistent spacing between team members. Formations are well balanced and proportional.
Transitions (of routine elements) flow easily from one component to another.*

Difficulty/Creativity (5 Points):

Demonstrating a variety of formations and transitions that are choreographed at an energetic pace and add to the visual effect of the overall routine.

Overall Presentation:

Overall Routine Impression (10 Points):

Teams' ability to exhibit great energy, enthusiasm, confidence & excitement. Judges overall impression of the performance, entertainment value and age appropriateness of movements/music

Level Rule Infraction: (5 point deduction each occurrence)

Skills performed outside of level guidelines.