

2018 - 2019 SCORING SYSTEM GENERAL INFORMATION

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion, etc.

COED QUANTITY

- Level 3 - 5 Senior Coed and Level 5 - 6 International Open Coed must satisfy this requirement.
- Only the skills listed on the coed requirement grid will count for Coed Quantity.
- The entry and stunt must be the same to receive credit for the skill.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized in the same section.

COED STYLE

- Consists of a Base, Top Person and Spotter.
- Entry must be a Toss or Walk-In. All groups must perform same entry.
- Toss - Top person starts with both feet on performing surface. Base starts with hands on Top Persons' waist.
- Walk-In - Top person and Base start facing each other with one foot loaded in.
- Base must be directly under the stunt.
- Base and Spotter may not be chest to chest.
- Coed stunts must have controlled dismount/pop off to the performance floor to receive full Coed Quantity credit.

STANDING/RUNNING TUMBLING

- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 from flip to seat, back handsprings which land in a prone position would not count as a level appropriate pass, etc.).
- L1-L5 Youth, Jr and Restricted Standing Tumbling - Same level appropriate synchronized pass cannot be used to fulfill Majority pass requirement.
- No skills out of a Round Off that are ILLEGAL in L1 will count for Level Appropriate credit in L2. (ie. Round off backward roll = ILLEGAL in L1, Round off backward roll = LEGAL in L2 but will NOT count as a Level Appropriate skill).
- No skills out of a Back Handspring step out 1/2 turn that are ILLEGAL in L2 will count for Level Appropriate credit in L3.
- Punch front forward roll will not count as Level Appropriate credit in L4.
- Jumps within a pass WILL NOT break up the pass (ie. Toe Touch BHS Toe Touch BHS is 1 pass in L3).
- T-Jumps are not considered a jump and WILL break up a pass into two separate passes.
- In an effort to reduce the number of Standing Tumbling passes performed in L1-L5 Youth, Junior and Restricted, The following criteria will be used to when awarding higher scores within a range
 - Degree of Difficulty of passes
 - Variety of passes
 - Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes.

JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs does not constitute variety (ie. left/right hurdler).
- Jump skills must land on feet to be considered complete and level appropriate to receive difficulty credit (ie. jumps that land on knee(s) or seat etc. would not count).

SAME SECTION

- Single portion of the routine where skills from a skill set (i.e. Standing Tumbling, Tosses, etc.) are performed.
- For Tosses and Stunt/Coed Quantity, athletes cannot be recycled in the same section.

DIFFICULTY DRIVERS

- Factors that judges will consider when determining an actual score within range.
- Difficulty Drivers do not have an associated set value.

TECHNIQUE DRIVERS

- All scores will start at 5.0.
- Judges will look at a Team's precision and form of the entire skill(s) first, not just 1 or 2 athletes.
- The Drivers will be used to reduce a team's score from the 5.0.
- Each Driver is worth either .2 or .3 off the 5.0.
- The number of athletes that lack precision of each driver will dictate if .2 or .3 should be taken off.
- If the issue is noticeable, .2 will come off a score for that driver.
- If it is a widespread issue for the team, .3 will come off the score for that driver.
- No more than .3 will be taken off for any driver.
- The obvious Mistakes driver for Stunts/Pyramids will always be .3.
- Stylistic differences will not factor into a technique score.

DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

STUNTS/PYRAMIDS TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Transitions/Dismounts
- Perfection
- Synchronization

TOSS TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Height
- Dismount/Cradle
- Synchronization/Timing

TUMBLING TECHNIQUE DRIVERS

- Approach
- Speed
- Body Control
- Landings
- Synchronization

JUMPS TECHNIQUE DRIVERS

- Arm Placement
- Leg Placement
- Hyperextension/Height
- Landings
- Synchronization

2018 - 2019 SCORING SYSTEM GENERAL INFORMATION

ALL DIVISIONS/CATEGORIES

- ALL WILL FOLLOW CHEER CHAMPS ELITE SAFETY RULES
- WE RESERVE THE RIGHT TO COMBINE DIVISIONS/CATEGORIES FOR GRAND CHAMPION. ALL SCORES WILL BE CONVERTED TO PERCENTAGE OF PERFECTION OUT OF 100%, THEN ANY DEDUCTIONS WILL BE TAKEN FROM THAT SCORE.

LEVEL 1/LEVEL 2 MINI

- Tosses have been removed from the score sheet.
- Total possible score is out of 90 points.
- ALL SCORES WILL BE CONVERTED TO PERCENTAGE OF PERFECTION.

ALL STAR PREP

- Tosses and Stunt Quantity have been removed from the score sheet.
- Jump, Stunts, Pyramids, Standing Tumbling and Running Tumbling Difficulty scores will cap out at the MID range (4.5).
- Total possible score is out of 82.5 points.
- ALL SCORES WILL BE CONVERTED TO PERCENTAGE OF PERFECTION OUT OF 100%, THEN ANY DEDUCTIONS WILL BE TAKEN FROM THAT SCORE.

TINY NOVICE

- Teams are evaluated on a rating system only.
- No Building skills allowed (Stunts, Pyramids, Tosses).
- Jump Technique, Dance, Performance and Routine Composition are the only categories that will be evaluated.
- Only cartwheel and forward roll Tumbling skills allowed.
- 1:30 minute routine time limit.
- Total possible score is out of 35 points.

NOVICE

- Teams are evaluated on a rating system only.
- Stunt Technique/Pyramid Technique, Jump Technique, Dance, Performance and Routine Composition are the only categories that will be evaluated.
- 1:30 minute routine time limit.
- Total possible score is out of 45 points.

ALL STAR/ALL STAR PREP/INTERNATIONAL/ PERFORMANCE REC/TRADITIONAL REC/SCHOOL

- International will follow All Star Rubric
- All Star/Performance Rec/International 2:30 minute routine time limit.
- All Star/Performance Rec/ International Total possible score is out of 100 points.

PERFORMANCE REC CLUB/ SCHOOL

- Performance Recreation Club will use the All Star Elite Varsity All Star Scoring System.
- Performance Recreation Club teams will receive a Stunt Quantity score instead of a Coed Quantity score, regardless of whether or not they have males on the team.
- ALL SCORES WILL BE CONVERTED TO PERCENTAGE OF PERFECTION OUT OF 100%, THEN ANY DEDUCTIONS WILL BE TAKEN FROM THAT SCORE.

PERFORMANCE REC- TRADITIONAL /SCHOOL

- Must cheer for a sport within the same Competition year.
- Must have a cheer with/without background music.
- Cheer must be a minimum of 30 seconds.
- 2:00 or 2:30 minute routine time limit.
- Tosses - Any division may include Basket Tosses in their routine, but ONLY JUNIOR and SENIOR divisions will receive a Difficulty and Technique score.
- Total possible score is out of 82.5 points.
- JUNIOR & SENIOR Total possible score is out of 92.5 points.
- ALL SCORES WILL BE CONVERTED TO PERCENTAGE OF PERFECTION OUT OF 100%, THEN ANY DEDUCTIONS WILL BE TAKEN FROM THAT SCORE.

YOUTH SHOW CHEER

- Must be a member of Pop Warner/YCADA.
- Will follow the YCADA Safety Rules.
- Offering Show Cheer ONLY.
- 2:30 minute routine time limit.
- Total possible score is out of 100.
- L1 Total possible score is out of 90.