CATEGORY DIFFICULTY

* Most of the team (75%) must perform the skill set to ensure credit is earned in a desired range. Skills performed by less than most of the team will earn a score in a lower range. Ranges are pre-determined based upon the difficulty of the skill. *Refer to the scoring grid for further clarification.*

* Stunting skills must be performed by most simultaneously or in a ripple to receive credit. Single and multiple stunt sequences will be credited throughout the routine.

* Pyramid and toss skills will be cumulatively counted throughout the routine.

* Jumps must be performed by most simultaneously. A team must perform at least 2 types of advanced jumps in their sequence to meet the variety requirement.

* Standing and/or Running Tumbling skills must be performed by most, and will be cumulatively added throughout the routine. Synchronization is not required but can increase your score within the range.

* The scoring grid lists required skills your team must do qualify for the range. Performing additional skills within the same difficulty level can increase the teams score in the range. *Refer to the division skills grid for additional information.*

ROUTINE STRUCTURE

* The maximum routine time can be no longer than 2 minutes and 30 seconds.

* Teams that exceed 2:30 will receive the following deduction:

.01 - 2.99 seconds over time will result in a warning.

3 - 5.99 seconds over time will result in a .25 deduction.

6 or more seconds over time will result in a 1.0 deduction.

* Routines can consist of all cheer, a cheer/chant-music combination, or all music. (However, there is a vocal component on the scoresheet. If a team decides to use 2:30 all music, they will need to perform a chant over the backbeat of the music to meet the vocal requirement on the score sheet. Teams that choose to not perform a cheer/chant will receive a 0 for the vocal component.) It is the decision of the team to determine how long the cheer/chant or music section should be to best showcase the teams ability. The time will begin with the first synchronized movement. The time will not be paused once the routine has begun.

* The cheer or chant can be performed without or with a back beat. However, no voice-overs or words may be recorded during the cheer/chant section.

* Teams that use voice-overs or recorded words during the cheer/chant section will receive a .5 deduction.

RULES

* All teams must adhere to AACCA Safety Rules.

* Novice and Intermediate divisions have additional skill restrictions. *Refer to School Division Skill Restrictions document for further information.*

* Elementary, Junior High, and Middle School teams are not allowed to perform tosses. R*efer to the Safety Rules document for additional restrictions for these divisions.*

DIFFICULTY DRIVERS

* Percent of team participation

* Complexity of skill/sequence

* Pace of sequence and speed of skill

BUILDING TECHNIQUE DRIVERS

* Stability/Control

* Flyer Position/Flexibility/Technique

* Base Position/Technique

* Height (*Applies to Tosses only*)

TUMBLING TECHNIQUE DRIVERS

* Fluidity/Power/Speed

* Control

* Body Position (Core/Arms/Head/Legs/Chest/Toes)

JUMP TECHNIQUE DRIVERS

* Height

* Control

* Flexibility/Leg & Hip Placement

* Position/Arm & Chest Placement

MOTION/DANCE DRIVERS

* Body Placement/Position/Alignment

* Sharpness & Strength of Movement

* Pace of Arm Movement & Footwork

* Variety of Formations & Level Changes