



# CHEER INDIVIDUAL & SMALL GROUPS DIVISION SCORING

## CHEER SOLO

- Time Limit – 1:30
- Routine may consist of all music, all cheer, or a combination of music and cheer.
- All tumbling skills must follow USASF/AACCA guidelines.
- Building skills are not allowed.
- Athletes will be scored in the following categories:

	<b>Points</b>
Jump Difficulty	5
Jump Technique	10
Standing Tumbling Difficulty	5
Standing Tumbling Technique	10
Running Tumbling Difficulty	5
Running Tumbling Technique	10
Motions & Dance Difficulty	5
Motions & Dance Technique	10
Overall Creativity, Originality & Choreography	10
Transitions, Use of Floor & Flow of Routine	10
Expression, Showmanship & Crowd Appeal	10
Degree of Difficulty	10
<b>TOTAL</b>	<b>100</b>

## CHEER DUET-TRIO

- Time Limit – 1:30
- Routine must include 2-3 people.
- Routine may consist of all music, all cheer, or a combination of music and cheer.
- All tumbling skills must follow USASF/AACCA guidelines.
- Building skills are not allowed.
- Athletes will be scored in the following categories:

	<b>Points</b>
Jump Difficulty	5
Jump Technique	10
Standing Tumbling Difficulty	5
Standing Tumbling Technique	10
Running Tumbling Difficulty	5
Running Tumbling Technique	10
Motions & Dance Difficulty	5
Motions & Dance Technique	10
Overall Creativity, Originality & Choreography	10
Transitions, Use of Floor & Flow of Routine	10
Expression, Showmanship & Crowd Appeal	10
Perfection of Routine	10
<b>TOTAL</b>	<b>100</b>

## INDIVIDUAL POWER TUMBLING

- Athletes must perform 2 tumbling passes. The athlete can choose to perform 2 running tumbling passes, 2 standing tumbling passes, or 1 running and 1 standing tumbling pass.
- All tumbling skills must follow USASF/AACCA guidelines.
- Athletes will be scored in the following categories:

	<u>Points</u>
Tumbling Pass Difficulty	20
Tumbling Pass Execution	20
Tumbling Pass Difficulty	20
Tumbling Pass Execution Confidence	20
of Skills & Poise of Athlete Overall	10
Creativity & Originality	10
<b>TOTAL</b>	<b>100</b>

## INDIVIDUAL POWER JUMPS

- Athletes will be scored and may perform up to 4 jumps of their choice.  
- Judges will score according to type of jump (basic or advanced), approach (whipped through connection or not connected) and execution.
- Athletes will be scored in the following categories:

	<u>Points</u>
Jump Difficulty	20
Jump Leg Positioning & Flexibility	20
Arm/Chest Placement & Sharpness of Motions	20
Body Position & Control Upon Landing	20
Expression & Showmanship	10
Overall Creativity & Flow of Sequence	10
<b>TOTAL</b>	<b>100</b>



# STUNT GROUP & PARTNER STUNT DIVISION SCORING

## STUNT GROUP

- Time Limit – 1:30
- All building skills must follow USASF guidelines.
- A stunt group may consist of 4 or 5 people.
  - Those athletes must fill the position of base, base, top person, back spot, and may additionally include a front spot (although it is not required.)
- Athletes will be scored in the following categories:

	<u>Points</u>
Stunt Difficulty	15
Perfection of Routine	15
Base/Spotter Technique	20
Top Person Technique	20
Creativity & Crowd Appeal	15
Transitions & Flow of Routine	15
<b>TOTAL</b>	<b>100</b>

## PARTNER STUNT

- Time Limit – 1:30
- All building skills must follow USASF guidelines.
- A stunt group must consist of 3 people.
  - Those athletes must fill the position of base, top person, and spotter. The spotter may only assist the base with the catching of the dismount to ensure the safety of the top person, and cannot assist the base with the load-in's or stunt transitions. The spotter must follow the USASF glossary definition.
- Athletes will be scored in the following categories:

	<u>Points</u>
Stunt Difficulty	15
Perfection of Routine	15
Base Technique	20
Top Person Technique	20
Creativity & Crowd Appeal	15
Transitions & Flow of Routine	15
<b>TOTAL</b>	<b>100</b>