THE ONE
CHEER & DANCE FINALS

2022 - 2023 GAMEDAY RECREATION CHEER SCORING SYSTEM

Scoring Rubric

GAMEDAY RECREATION CHEER DIVISIONS

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL.

2.5	Skills performed do not meet 3.0 requirement
3.0	4 different level appropriate skills performed by Most of the team
3.5	2 different level appropriate skills performed by Most of the team at the same time rippled or synchronized without recycling athletes
4.0	3 different level appropriate skills performed by Most of the team at the same time rippled or synchronized without recycling athletes

BUILDING QUANTITY CHART

# OF ATH-LETES	NUMBER OF GROUPS		
	MAJORITY	MOST	
5 - 11	1	1	
12 - 15	1	2	
16 - 19	2	3	
20 - 23	3	4	
24 - 30	4	5	
30 - 36	5	6	

PYRAMID DIFFICULTY

2.0 - 2.5	BELOW	Skills performed do not meet Low range requirement
2.5 - 3.0	LOW	2 different level appropriate skills and 2 structures
3.0 - 3.5	MID	3 different level appropriate skills and 2 structures performed by Most of the team

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty, Max Participation, Pace and Connection. Each category has a maximum number of points, outlined in the charts below for a total of .9 points.

DEGREE OF DIFFICULTY (0 - 0.6)

	Level Appropriate skill by MOST		Advanced/Elite skill by MOST
Skill 1	0.1	OR	0.2
Skill 2	0.1	OR	0.2
Skill 3	0.1	OR	0.2

MAX PARTICIPATION (0 - 0.2)
(RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES)

Level Appropriate Skill by MOST groups	0.2

PACE & CONNECTION (0 - 0.1)

Majority of the sequence has a consistent/quick pace & connection	0.1

PYRAMID DIFFICULTY DRIVERS

Degree of Difficulty:

- Maximizing the number of groups performing each level appropriate transition
- Utilizing level appropriate stunts into structures/within sequence
- Combination of skills (level and non-level appropriate)
- Pace & Connection of skills performed

ADDITIONAL INFORMATION

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

Structure - Two or more stunts connected to one another

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

2022 - 2023 GAMEDAY RECREATION SCORING SYSTEM - TUMBLING

JUMP DIFFICULTY
JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.
WHIP APPROACH- CONTINUOUS MOVEMENT THROUGH SWING, CONNECTING 2 OR MORE JUMPS.

0.5	Skills performed do not meet 1.0 requirement
1.0	MAJORITY of the team performs 1 advanced jump
1.5	MAJORITY of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.
2.0	MOST of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	
5 - 9	3	5	
10 - 15	6	7	
16 - 19	8	9	
20 - 23	10	13	
24 - 30	14	16	
30 - 36	15	18	

ADDITIONAL INFORMATION

- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e. 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.
- L2- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit (i.e. RO - Backward Roll).
- L3- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit.

JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (I.e. left/right hurdler)
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e. jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine

STANDING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	Majority of the team performs a level appropriate pass
2.5	Most of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	Majority of the team performs a level appropriate pass
2.5	Most of the team performs a level appropriate pass

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based on the following criteria: Degree of Difficulty & Max Participation. Each category has a maximum number of points, outlined in the charts below for a total of .6 point.

DEGREE OF DIFFICULTY (0 - 0.3)

	Level Appropriate Skill/Pass by MOST		Advanced/Elite Skill/Pass by MOST
Skill/Pass 1	0.2	OR	0.3

MAX PARTICIPATION IN THE SAME SECTION (0 - 0.3)
(Same Section* - Single portion of the routine where skills from a skill set are performed)

Level Appropriate/Advanced/Elite - Skill/Pass by MAJORITY	0.1
Level Appropriate - Skill/Pass by MOST	0.2
Advanced/Elite - Skill/Pass by MOST	0.3

EXECUTION - STUNT/PYRAMID & STANDING/RUNNING TUMBLING

4.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/Pyramid • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

EXECUTION - JUMPS

2.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Jumps • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

STUNT/PYRAMID DRIVERS
Each driver may include, but is not limited to, the below examples:

Top Person	• Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	• Stability of the stunt • Solid stance • Feet stationary
Transitions	• Entries • Dismounts • Control from skill to skill
Synchronization*	• Timing *Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for Synchronization.

JUMP DRIVERS
Each driver may include, but is not limited to, the below examples:

Arm Placement	• Approach • Consistent entry • Swing/prep • Arm position within jump(s)
Leg Placement	• Straight legs • Pointed toes • Hip placement/rotation/Hyperextension • Height • Legs/feet together • Chest placement • Landings
Synchronization	• Timing (The value deducted will not exceed 0.1)

STANDING/RUNNING TUMBLING DRIVERS
Each driver may include, but is not limited to, the below examples:

Approach	• Arm placement into a pass/skill • Swing/prep • Chest placement
Body Control	• Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	• Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization*	• Timing *Teams that do not perform at least 1 level appropriate pass synchronized in a group will automatically receive .3 off for Synchronization.

2022 - 2023 GAMEDAY SCORING SYSTEM - OVERALL

FORMATIONS & TRANSITIONS

1.0 - 2.0	A team's ability to demonstrate precise spacing, formations, and transitions. The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation, spacing and/or transition that lacks precision.

SHOWMANSHIP

1.0 - 2.0	Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges based on the panel's impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, showmanship, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.

DANCE

Dance will be evaluated as a team's ability to demonstrate a high level of energy and entertainment value while incorporating a variety of difficulty elements and demonstrating strong execution (based on the elements below).		
0.5 - 1.0	**DIFFICULTY ELEMENTS**	Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace
0.5 - 1.0	**EXECUTION**	Technique • Perfection • Motion Strength/Placement • Synchronization

CHEER

1.0 - 2.0	The Cheer portion of the routine MUST be completed before the music section of the routine. Cheer Criteria: Crowd Leading – Ability to lead the crowd • Crowd Effectiveness – Voice, Pace & Flow • Proper use of signs, poms, megaphones, flags & motion technique • Practical use of stunts/pyramids to lead the crowd • Execution