

## Cheer and Dance Extreme - 2017- 2018 - School Scoring Ranges

### INTERMEDIATE SCHOOL DIVISIONS

| Stunts<br>0-1   | Pyramids<br>0-1   | Tosses<br>0-1   | Standing Tumbling<br>0-1   | Running Tumbling<br>0-1   | Jumps<br>0-1   |
|---|---|---|--|---|--|
| Two Legged Stunts at or Below Prep Level<br>Most participate in 1 level appropriate building skill with a basic load in or dismount | Pyramids including 1 structures and 1 level appropriate transition  | Some Straight Ride Tosses   | 0-0.5 Forward Roll or Backward Roll<br><br>0.5-1.0 Front Walkover Or Back Walkover                             | 0-0.5 Cartwheels/Round-offs<br><br>0.5-1.0 Combination skills into a cartwheel or round off | 0-0.5 Single Basic Non-Connected Jumps<br><br>0.5-1.0 Any Basic Jump Combo(s)  |
| 1-2   | 1-2   | 1-2   | 1-2  | 1-2   | 1-2  |
| Most participate in 2 level appropriate building skill with a basic load in or dismount   | Pyramids including 2 structures and 1 different level appropriate transitions   | Majority to Squad Straight Ride tosses with a sequence OR some single skill non-twisting tosses | 1.0-1.5 Single Back Handspring<br><br>1.5-2.0 Back walkover or back roll connected to a single back handspring | 1.0-1.5 Round off back handspring(s)<br><br>1.5-2.0 Combination skills into round off back  | Non-Connecting Single Advanced Jumps   |
| 2-3   | 2-3   | 2-3   | 2-3  | 2-3   | 2-3  |
| Most participate in 3 level appropriate building skill with a basic load in or dismount   | Pyramids including 2 structures and at least 2 different level appropriate transitions  | Majority single skill non twisting tosses within a sequence OR some single twisting tosses      | Series Back Handsprings  | Round off / Round Off Back handspring back tuck and/or punch fronts                         | Two Connecting Advanced Jumps<br>*All approaches within the jumps must use a whip approach to be considered connected  |
| 3-4   | 3-4   | 3-4   | 3-4  | 3-4   | 3-4  |
| Most participate in 3 level appropriate building skill with a level appropriate creative or unique load-in, dismount or transition  | Pyramids including 2 structures and at least 2 different level appropriate transitions involving a maximum number of athletes | Majority single twisting tosses within a sequence   | Any skill(s) connected to Series back handsprings  | Combination skills into round off back handspring back tuck                                 | Three Connected Advanced Jumps<br>*All approaches within the jumps must use a whip approach to be considered connected |
| Stunts  | Pyramids  | Tosses  | Standing Tumbling  | Running Tumbling  | Jumps  |

## Cheer and Dance Extreme - 2015-2016 School Scoring Ranges

### ADVANCED SCHOOL DIVISIONS

| Stunts<br>0-1  | Pyramids<br>0-1   | Tosses<br>0-1  | Standing Tumbling<br>0-1   | Running Tumbling<br>0-1   | Jumps<br>0-1   |
|--|---|--|--|---|--|
| Two Legged Stunts at or Below Prep Level<br>Most participate in 1 level appropriate building skill with a basic load in or dismount                  | Pyramids including 1 structures and 1 level appropriate transition  | Some Straight Ride Tosses  | 0-0.5 Forward Roll or Backward Roll<br><br>0.5-1.0 Front Walkover Or Back Walkover   | 0-0.5 Cartwheels/Round-offs<br><br>0.5-1.0 Combination skills into a cartwheel or round off   | 0-0.5 Single Basic Non-Connected Jumps<br><br>0.5-1.0 Any Basic Jump Combo(s)  |
| 1-2  | 1-2   | 1-2  | 1-2  | 1-2   | 1-2  |
| Most participate in 2 level appropriate building skill with a basic load in or dismount  | Pyramids including 2 structures and 1 different level appropriate transitions   | Majority to Squad Straight Ride tosses with a sequence OR some single skill non-twisting tosses  | 1.1-1.5 Single Back Handspring<br><br>1.6-2.0 Back walkover or back roll connected to a single back handspring                         | 1.0-1.5 Round off back handspring(s)<br><br>1.5-2.0 Combination skills into round off back  | Non-Connecting Single Advanced Jumps   |
| 2-3  | 2-3   | 2-3  | 2-3  | 2-3   | 2-3  |
| Most participate in 3 level appropriate building skill with a basic load in or dismount  | Pyramids including 2 structures and at least 2 different level appropriate transitions  | Majority to Squad single skill non twisting tosses within a sequence OR some single twisting tosses  | Series Back Handsprings  | Round off / Round Off Back handspring back tuck and/or punch fronts   | Two Connecting Advanced Jumps<br>*All approaches within the jumps must use a whip approach to be considered connected  |
| 3-4  | 3-4   | 3-4  | 3-4  | 3-4   | 3-4  |
| Most participate in 3 level appropriate building skill with a level appropriate creative or unique load-in, dismount or transition                   | Pyramids including 2 structures and at least 2 different level appropriate transitions involving a maximum number of athletes | Majority single twisting tosses within a sequence  | Any skill(s) connected to Series back handsprings  | Combination skills into round off back handspring back tuck   | Three Connected Advanced Jumps<br>*All approaches within the jumps must use a whip approach to be considered connected   |
| 4-5  | 4-5   | 4-5  | 4-5  | 4-5   | 4-5  |
| Maximum participate in 3 level appropriate building skill with a level appropriate creative or unique load-in, dismount or transition with NO FRONTS | Pyramids including 2 structures and at least 3 different level appropriate transitions involving a maximum number of athletes | 4.1-4.3 Majority 2 skill non twisting tosses within a series<br>4.4-4.6 Majority single skill twisting tosses within a sequence or some 2 skill single twist tosses<br>4.7-5.0 Majority 2 Squad skill single twisting tosses within a sequence | 4.1-4.2 Back Handspring Tuck<br>4.3-4.4 Standing Back Tuck<br>4.5-4.7 Back Handspring Layout<br>4.8-5.0 Jumps connected to a back tuck | 4.1-4.2 Round Off Layout<br>4.3-4.4 Combination into layout<br>4.5-4.7 Round Off Single Full Twist<br>4.8-5.0 Combination skills into a single full twist | Four Connected Advanced Jumps or Three Connected Advanced Jumps with One More Advanced Jump in the routine.<br>*All approaches within the jumps must use a whip approach to be |
| Stunts   | Pyramids  | Tosses   | Standing Tumbling  | Running Tumbling  | Jumps  |

## Cheer and Dance Extreme

### 2015-2016 School Scoring Descriptions – INTERMEDIATE & ADVANCED

**Majority is 51%, Most is 75% and Maximum is nearly 100%.**

For the skills of Stunts, Pyramids, Tosses, Standing Tumbling, Running Tumbling, and Jumps – Technique & Difficulty are equal point values. Difficulty ranges are listed above in the scoring grid. For each of the skill categories, judges will assign a score within the specific range that represents an assessment of each team's overall difficulty. Judges will place a team in their level appropriate range based on meeting the minimum criteria. Within the level appropriate point range, the judges will then assign a sub range based on even more specific requirements unless it is broken down within the category. Difficulty will be assessed as being at the LOW end of the range (.1 to a .3), within the MEDIUM of the range (.3 to .6), or at the HIGH end of the range (.6 up to the Maximum). Teams that do not satisfy the criteria for any of the sub ranges will be scored at the bottom of their level appropriate range (1.0).

#### DIFFICULTY RANGES

|        |           |
|--------|-----------|
| Low    | .1 to .3  |
| Medium | .3 to .6  |
| High   | .6 to Max |

**Technique** will be evaluated on the following criteria: synchronization, form, technique, body position, flexibility and skill completion. The score reflects the judges' assessment of the team's overall form and technique. Intermediate Teams will score from 0-4 and Advance Teams will score from a 1-5 in technique/execution category of each of the following skills: Stunts, Pyramids, Tosses, Standing Tumbling, Running Tumbling and Jumps.

|                    |   |
|--------------------|---|
| 0-1                | Less than a majority of the athletes in the routine demonstrated excellent precision and form. Numerous elements of their skill technique led the judges to conclude that the team could benefit from additional focus and training.                          |
| 1-2                | Majority of the athletes in the routine demonstrated excellent precision and form. At least one element of their skill technique led the judges to conclude that the team could benefit from additional focus and training.                                   |
| 2-3                | Most of the athletes in the routine demonstrated excellent precision and form. At least one element of their skill technique led the judges to conclude that the team could benefit from additional focus and training.                                       |
| 3-4 Int<br>3-5 Adv | Most of the athletes in the routine demonstrated excellent precision and form. Their skill technique led the judges to conclude that while individuals may benefit from additional focus and training, the team displayed a mastery of their skill technique. |

**Dance / Motions** will be evaluated on the following three areas of criteria:

|      |  |
|------|--|
| 1-3  | Little to no transitions and level changes will score in the low range.  |
| 4-6  | Minimal transitions and level changes to include a variety of movement, footwork and floor work along with average energy and entertainment value. |
| 7-10 | Multiple transitions, level changes to include a variety of movement, footwork, floor work along with a high energy and entertainment value.       |

**Formation / Transition** will be evaluated on the following criteria: Creativity, flow, visual effect, ease of movement, pace, spacing and seamless patterns. Technique will be evaluated on how well it is performed by the athletes.

|      |  |
|------|--|
| 1-3  | Little to no transitions and level changes will score in the low range. Formations off, athletes perform transitions with some mistakes                |
| 4-6  | Minimal transitions and level changes, slow pace, majority of athletes perform transitions with ease, some spacing issues                              |
| 7-8  | Most use of transitions and level changes, medium to fast pace, visually effective, no spacing issues, majority athletes perform transitions with ease |
| 9-10 | Maximum use of transitions and level changes, medium to fast pace, visually effective, no spacing issues, most athletes perform transitions with ease  |

**Routine Creativity** will reward teams for using unique load ins, dismounts and transitions in the building and tumbling portions of the routine as well as for using creative and innovative choreography throughout the entire routine.

|      |  |
|------|--|
| 1-3  | Less than a majority of the routine choreography demonstrates excellent use of innovative/unique/visual transitions. |
| 4-6  | Majority of the routine choreography demonstrates excellent use of innovative/unique/visual transitions.             |
| 7-8  | Most of the routine choreography demonstrates excellent use of innovative/unique/visual transitions                  |
| 9-10 | Maximum of the routine choreography demonstrates excellent use of innovative/unique/visual transitions               |

**Overall Performance/Entertainment** value will be evaluated on the following criteria: showmanship, energy levels, excitement, crowd appeal, uniformity, genuine enthusiasm and athletic sportsmanship.

|      |   |
|------|---|
| 1-3  | Little to no showmanship, little energy level, low excitement and crowd appeal, some mistakes in uniformity, low enthusiasm.                      |
| 4-6  | Majority performing with medium to high energy level, excitement, crowd appeal, athletic sportsmanship & genuine enthusiasm                       |
| 7-8  | Most performing with medium to high energy level, excitement, crowd appeal, athletic sportsmanship & genuine enthusiasm projection, uniformity    |
| 9-10 | Maximum performing with medium to high energy level, excitement, crowd appeal, athletic sportsmanship & genuine enthusiasm projection, uniformity |