

## Cheer and Dance Extreme School Scoring Descriptions- Intermediate and Advanced

### Majority is 51% and Most is 75% of your team.

For the skills of Stunts, Pyramids, Tosses, Standing Tumbling, Running Tumbling, and Jumps-- Technique and 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 range that represents an assessment of each team's overall difficulty. Intermediate teams will score 0-4 for both Technique and Difficulty. Advanced teams will score 0-5 for both Technique and Difficulty.

**Technique** scores will be awarded based upon the following criteria: synchronization, form, technique, body position, flexibility, and skill completion.

0-1	Less than 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) 3-5 (Adv)	Most of the athletes in the routine demonstrated 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 in the following three areas of criteria:

0-3	Little to no transitions and/or level changes.
4-6	Minimal transition and level changes; little variety, footwork/floorwork in dance; average energy and entertainment value.
7-10	Multiple transitions, level changes and variety of elements in dance along with a high energy and entertainment value.

**Formations/Transitions** will be evaluated on the following criteria:

0-3	Little to no transitions or level changes. Formations are unclear or inconsistent in spacing.
4-6	Minimal use of transitions and level changes; slow pace; some spacing issues; movement isn't seamless.
7-8	Most of the team transitions using level changes with ease, average pace, no spacing issues, and transitions are visually effective
9-10	Maximum use of transitions and level changes, above average pace; skills are performed with ease and in a way that increases visual appeal and effectiveness for the audience.

**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 routine.

0-3	Less than a majority of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.
4-6	A majority of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.
7-8	Most of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.
9-10	A maximum amount of the routine choreography demonstrated excellent use of innovative/unique/visual transitions.

**Overall Performance** will be evaluated on the following criteria:

0-3	Little to no showmanship, energy, excitement, enthusiasm, or crowd appeal. Some mistakes in uniformity.
4-6	Majority perform with average to high level of energy, excitement, crowd appeal, athleticism, and genuine enthusiasm.
7-8	Most perform with average to high level of energy, excitement, crowd appeal, athleticism, and genuine enthusiasm.
9-10	Most perform with above average level of energy, excitement, crowd appeal, athleticism, and genuine enthusiasm.