

## Pyramids/ Tosses (10 pts Difficulty, 10 pts Execution)

### **Difficulty**

10 - 9	Elite Pyramids with Extended Single Leg Stunts including Multiple Transitions and Multiple Extended Structures. Strong Variety in Load-ins, Dismounts, and Transitions. Includes as little legal bases as possible
	Majority tosses with skill plus twist and skill plus double twist.
9 - 7	Advanced Pyramids with Extended Single Leg Stunts including Some Transitions and Some Extended Structures. Strong Variety in Load-ins, Dismounts, and Transitions.
	Multiple tosses including single skills (toe touch) and twists (full twist ride)
7 - 5	Basic Pyramids involving two legged extended stunts Some variety of load-ins, dismounts, and transitions.
	Few tosses involving one skill.
5 - 1	Pyramids with single and double leg stunts at prep level and below. Few/ no variety in load-ins, dismounts, and transitions.
	Few/ no tosses.

### **Execution**

10 - 9	Nearly perfect to perfect technique, body control, placement, flexibility, and synchronization. Always locked positions, straight legs, pointed toes. Completed rotations and controlled cradles in dismounts. Nearly perfect to perfect height in tosses. Nearly perfect to perfect technique in ride and toss.
9 - 7	Above average technique, body control, placement, flexibility and synchronization. Almost always, locked positions, straight legs, pointed toes. Complete rotations and controlled cradles in dismounts. Good to standard height in tosses. Good to standard technique in ride and toss.
7 - 5	Standard Technique, placement, flexibility, and synchronization. Little locked positions, straight legs, pointed toes. Incomplete rotations and uncontrolled cradles in dismounts. Standard height in tosses. Standard technique in ride and toss.
5 - 1	Poor Technique, body control, placement, flexibility, and synchronization. Incomplete rotations and uncontrolled cradles in dismounts. Little height in tosses. Poor technique in ride and toss.

#### **Difficulty Key Points:**

Number Used VS. Number on Team  
Number of Transitions and/ or Release Moves  
Speed/ Pace of Transitions  
Added skills/ Twisting Dismounts  
Minimal Use of Bases

#### **Execution Key Points:**

Building Technique  
Level of Perfection  
Body Control in Skills  
Bobbles and Falls  
Proper Technique

## Partner Stunts (10 pts Difficulty, 10 pts Execution)

### **Difficulty**

10 - 9	Elite Stunts with Multiple Extended One Leg Body Positions. Extended, Unassisted Single Base Stunts. Elite Variety in Load-ins, dismounts, and transitions. Elite skills in twisting dismounts and/ or other elite dismounts.
9 - 7	Advanced Stunts that Include Extended One Leg Body Positions. Prep Level and/ or Assisted Single Base Stunts. Advanced Variety in Load-ins, dismounts, and transitions. Advanced skills in twisting dismounts and/ or other advanced dismounts.
7 - 5	Extended Double Leg Stunts and/ or Single Leg Body Positions at Prep Level. Some Variety in Load-ins, dismounts, and transitions. Basic skills in dismounts.
5 - 1	Prep Level Double Leg Stunts and/ or Single Leg Body Positions Below Prep Level. Little to no variety in Load-ins, dismounts, and transitions. Little to no skills in dismounts.

### **Execution**

10 - 9	Nearly perfect to perfect technique, body control, placement, flexibility, and synchronization. Always locked positions, straight legs, pointed toes. Completed rotations and controlled cradles in dismounts.
9 - 7	Above average technique, body control, placement, flexibility and synchronization. Almost always, locked positions, straight legs, pointed toes. Completed rotations and controlled cradles in dismounts.
7 - 5	Standard Technique, placement, flexibility, and synchronization. Little locked positions, straight legs, pointed toes. Incomplete rotations and uncontrolled cradles in dismounts.
5 - 1	Poor Technique, body control, placement, flexibility, and synchronization. Incomplete rotations and uncontrolled cradles in dismounts.

#### **Difficulty Key Points:**

Single Leg VS. Double Leg  
Minimal Use of Bases  
Variety in Load-ins, Reloads, Transitions, and Dismounts  
Height of Flyer (Extended, Prep Level, Below Prep Level)  
Number of Athletes VS. Number of Stunts in Air at a Time

#### **Execution Key Points:**

Building Technique  
Level of Perfection  
Body Control in Skills  
Bobbles and Falls  
Proper Technique

## Motion Technique (10 pts Difficulty, 10 pts Execution)

### **Difficulty**

10 - 9	All Elite Level Motions. All of team performs with variety and creativity. All motions performed with quick pace at one or two motions per count.
9 - 7	Few Elite Level Motions and Most Advanced Motions. Most of team performs with variety and creativity. Many motions performed with quick pace at one or two motions per count.
7 - 5	Mostly Intermediate Level Motions with some variety and creativity. Half to Majority of team Performing Motions. Most Motions performed with average pace at one motion per count.
5 - 1	Beginning Level Motions with little variety and creativity. Below Half to Half of team Performing Motions. Most Motions performed with slow pace at one motion per one or two counts.

### **Execution**

10 - 9	Nearly perfect to perfect technique, placement, and synchronization.
9 - 7	Advanced technique, placement, and synchronization.
7 - 5	Average technique, placement, and synchronization.
5 - 1	Below Average Technique, placement, and synchronization.

#### **Difficulty Key Points:**

Elite Level Motions - K's, Shark, Motions with Lunges  
 Advanced Level Motions - L's, Diagonals  
 Intermediate - Touchdowns, Punches, 1/2 V's  
 Beginning - T's, High V, Low V  
 Speed/ Pace  
 Variety and Creativity

#### **Execution Key Points:**

Crispness and Placement  
 Synchronization  
 Fists and wrist placement/ technique  
 Clean lines with arms and legs  
 Cohesive placement throughout team  
 Memory Lapses

## Dance (5 pts Difficulty, 5 pts Execution)

### Difficulty

5 - 4	Entire team dances for minimum 4-8 counts. Other small groups dance at different times. Creative formations with multiple changes including levels to whole and half counts. Choreography involves entire body - arms, legs/ feet, head, torso, etc.
4 - 3	Entire team dances for minimum 2-8 counts. Other small groups dance at different times. Creative formations with some changes including levels to whole counts . Choreography involves some of body - arms, legs/ feet but missing some head, torso, etc.
3 - 2	Entire team dances for minimum 1-8 counts. Other small groups dance at different times. Formation changes at an average/ slow pace including whole counts and two counts. Choreography lacks creativity and use of body other then arms and legs/ feet.
2 - 1	Small groups dance in sections of routine. Little to no formation changes at an average/ slow pace including whole counts and two counts. Choreography lacks creativity and use of body other then arms.

### Execution

5 - 4	Nearly perfect to perfect technique, placement, and synchronization. Crisp, clean and precise placement. Executed with polish and confidence.
4 - 3	Advanced technique, placement, and synchronization. Somewhat crisp, clean and precise placement. Executed with some polish and average confidence.
3 - 2	Average technique, placement, and synchronization. Not very crisp, clean and precise with placement. Executed with little polish and confidence.
2 - 1	Below Average Technique, placement, and synchronization. Lacking crispness, cleanliness, and precision with placement. Executed with no polish or confidence.

#### Difficulty Key Points:

Number of Dancers VS. Number of Team  
 Number of Transitions  
 Footwork, Groundwork, Partner work  
 Pace of Dance (Two counts, Whole Counts, Half Counts)  
 Choreography using Entire Body  
 Musicality

#### Execution Key Points:

Crispness and Placement  
 Synchronization  
 Fists and wrist placement/ technique  
 Clean lines with arms and legs  
 Cohesive placement throughout team  
 Memory Lapses

## Overall Choreography (5 pts Difficulty, 5 pts Execution)

### **Difficulty**

5 - 4	Elite Formations throughout routine that change often. Choreography that is performed on half counts. Choreography throughout routine uses entire body of athlete.
4 - 3	Advanced Formations throughout routine that change. Choreography that is performed on half and whole counts. Choreography throughout routine uses larger areas of body (arms, legs/ feet, torso)
3 - 2	Basic Formations throughout routine that often stay the same. Choreography that is performed on whole counts. Choreography throughout routine uses arms and legs/ feet.
2 - 1	Basic Formations throughout routine that stay the same. Choreography that is performed on whole and two counts. Choreography throughout routine uses arms.

### **Execution**

5 - 4	Nearly perfect to perfect execution of choreography with nearly perfect to perfect synchronization. Crisp, clean, and precise placement in choreography throughout routine. Execution with polish and confidence.
4 - 3	Advanced execution of choreography with good synchronization. For the most part, crisp, clean and precise placement in choreography throughout routine. Execution with some polish and confidence.
3 - 2	Intermediate execution of choreography with average synchronization. Placement in choreography is lacking crisp, clean and precise movement. Execution needs polish and/ or confidence.
2 - 1	Below average execution of choreography with poor synchronization. Placement in choreography is lacking crisp, clean and precise movement. Little to no polish and/ or confidence.

#### **Difficulty Key Points:**

Number of Team Performing  
Number of Transitions  
Footwork, Groundwork, Partner work  
Pace of Routine (Two counts, Whole Counts, Half Counts)  
Choreography using Entire Body  
Musicality

#### **Execution Key Points:**

Synchronization/ Precision  
Polish and Flow of Entire Routine  
Repetition of choreography  
Smooth transitions  
Cohesive placement throughout team  
Memory Lapses

## Jumps (10 pts Difficulty, 10 pts Execution)

Advanced Jumps Include: Toe-Touch, Front Hurdler, Pike, Around the World, Double Nine

### **Difficulty**

10 - 9	Full Team Advanced Jumps with at least 3 or more connected jumps (whip approach)
9 - 7	Majority Team Advanced Jumps with at least 2-3 connected jumps (whip approach)
7 - 5	Combinations with at least two jumps. Full squad single jump.
5 - 1	Basic jump combinations.

Basic Jumps Include: Spread Eagle, Side Hurdler, Tuck, Stag/ Double Hook

### **Execution**

10 - 9	Above level/ hyper extended full team jumps. Elite synchronization, clean landings, perfect arm placement. Pointed toes
9 - 7	Above level/ hyper extended full team jumps. Above average synchronization, nearly all clean landings, and good arm placement. Pointed toes
7 - 5	Level to below level jumps. Average synchronization, some clean landings, and average arm placement. Some flexed feet.
5 - 1	Below level jumps. Poor synchronization, few clean landings, and below average arm placement. Flexed feet from most

#### **Difficulty Key Points:**

Number Jumping at one time VS Number on Team  
Clap punch VS Whip approach  
Basic Jump VS Advanced Jump  
Creative Choreography  
Variety of Jumps Performed  
Number of jumps performed with continuous motion

#### **Execution Key Points:**

Synchronization/ Precision  
Landing of jumps (feet together)  
Pointed toes  
Arm Placement in Jumps  
Arm Placement in jump approach/ landing  
Body position in jump

## Tumbling (5 pts Difficulty, 5 pts Execution)

### **Difficulty**

5 - 4	Running: Layouts, Fulls, X-outs, specialty passes (whips, Arabians, etc.) Standing: Back tucks, Back Handspring Back tucks, layouts, Fulls, etc.
4 - 3	Running: Backtucks, specialty passes (front walkovers, back handspring stepouts, etc.) Standing: Series back handsprings, jump back handsprings
3 - 2	Running: Back handsprings, Series Back Handsprings Standing: Back Handsprings, Back Walkover Back Handsprings
2 - 1	Round-offs, walkovers, cartwheels, rolls, etc.

### **Execution**

5 - 4	Nearly perfect to perfect technique, clean landings
4 - 3	Above Average technique, some clean landings
3 - 2	Average Technique, some clean landings
2 - 1	Below average technique, few clean landings.

#### **Difficulty Key Points:**

Number of skills VS Number on team  
Specialty skills/ passes  
Recycled tumblers  
Multiple sections of skills  
Placement of Section (start VS end of routine)  
Creative choreography

#### **Execution Key Points:**

Level of Perfection  
Technique  
Height  
Synchronization  
Clean landings (VS landing on head, elbows, hands down)  
Tight Body

## Overall Routine Impression (10 pts)

### ***Routine Should:***

- Be Creative
- Be performed at a safe level for all athletes
- Be Balanced with Difficulty and Execution
- Be Entertaining
- Be Appropriate
- Hit Solid

### ***Athletes Should:***

- Have Showmanship
- Have Strong Voices
- Have confident, natural, excited faces and smiles
- Show their personality
- Be Enthusiastic
- Be confident in their skills
- Remember all choreography and have no memory lapses

# **ICCA State Cheerleading Competition Scoring Breakdown**

## **Judging:**

Judge 1: Partner Stunts (20 pts) and Pyramids/ Tosses (20 pts.) and Overall Routine Impression (10 pts.)

Judge 2: Motion Technique (20 pts), Dance (10 pts.), Overall Choreography (10 pts.), and Overall Routine Impression (10 pts.)

Judge 3: Jumps (20 pts.), Tumbling (10 pts.), and Overall Routine Impression (10 pts.)

Head Judge: Non-scoring Judge. Watches each routine. Scripts Entire routine. Ensures scores are in ranges.

## **Clarifications:**

1. Performing the first line of a range description by the majority of your team (half plus 1) will place your team in that range.
2. Performing other lines in a range description will increase your score in that range.
3. Performing the Key Points at the bottom of each page will increase your score in any range.
4. Execution does not effect Difficulty unless a missed skill is never completed/ competed and changes majority/ skills performed.
5. Majority in stunts is based upon a 4 person stunt group.
6. Majority in tosses is based upon a 4 person toss group.
7. Majority in jumps/ tumbling is based upon half of team plus one.
8. Pyramid/ Toss score includes BOTH skill sets. Not performing one or the other will drop an entire score range.
9. Motion/ Dance score is based upon entire routine (in stunts, trans., etc.) not just in cheer/ dance section.
10. To score above a 5 in Jumps, you must perform advanced jumps and you must perform connected jumps with a whip approach.
11. Tumbling score includes BOTH standing and running. Not performing one or the other will drop an entire score range.
12. Performing the first line of a range description by the minority of your team (half or below) will be dropped a range.

**\*\*\*\*\* All difficulty scores are based on what the majority of the team performs \*\*\*\*\***

Ex. A team of twenty performs an elite pyramid, but only one toe touch toss. The team would score in the 9-7 range.

Ex. A team of twenty performs 3 Lib Cradles and 1 Arabesque Double Down. The Team would score in the 9-7 range.

Ex. A team of twenty performs 20 RO BHS Layouts and 20 standing BHS. The team would score in the 4-3 range.

Ex: A team of twenty performs 15 RO BHS, 5 RO BHS Tucks, and 2 RO BHS Fulls. The Team would score in the 4-3 range.

Ex. A team of twenty performs 3 RO BHS and 2 Standing BHS. The Team would score in the 3-2 Range.

Ex. A team of twenty performs a squad toe touch, half team triple toe touch. The team would score in the 7-5 range.

















