



CHAMPIONSHIP DEFINITIONS AND SCORING

Dance

Dance Technique: Perfection of routine and technique, sharpness, spacing, rhythm, transitions, patterns of movement, uniformity, timing

Dance Visual Effects: Transitions, formations, level changes, variety of movements, foot and floorwork, partner work, and creativity

Jumps

Advanced Jumps: Pike, side hurdler, front hurdler, toe touch, double nine, around the world

Basic Jumps: Spread eagle, tuck, herkie

Connected Jumps: Jumps connected with continuous movement using a whip approach

Jump Technique: Form (pointed toes, arm levels/placement, leg and body position), approach, landing (feet together), hyperextension/height, uniformity, timing

Jump-Tumbling Combination: The degree of difficulty of these skills will be scored in the tumbling section. The technique of the jump will be scored in jump technique. The technique of the tumbling skill will be scored in the tumbling technique. Jumps connected to tumbling will not count for jump difficulty.

Majority

Majority of Team: Over half of the total number of participants

Stunt Majority: Number of athletes divided by four makes up a stunt. Majority is over half of total stunts possible.

Coed Stunt Majority: More than half of the number of males on the mat

Motions

Motion Technique: Sharpness, wrist and arm placement, uniformity, seamless transitions, timing – using poms for over half of the cheer and/or dance could result in a lower score

Overall Impression

Routine Composition and Performance/Showmanship: See Overall Impression rubric

Scoring

Difficulty Drivers: Factors that judges will consider when determining an actual score within a range – **refer to Difficulty Drivers' Chart**

Multiple skills: More than one of the designated skills must be performed

Ranges: **Skills listed in ranges must be performed by the majority of the team to move into a range** (except where noted on rubrics) – **difficulty drivers are used to score higher in a range**

Synchronization: Two or more performing a skill(s) at the same time – could be, but doesn't need to be the same skill(s)

Skills

Skills listed on rubrics are only examples. Other skills may fit into categories as seen fit by the judging panel.

Stunts, Pyramids, Tosses

Body Positions: Foot away from body (e.g., heel stretch, scale, arabesque, scorpion, bow and arrow, needle, etc.)

Assisted Stunt: Any stunt in which one base supports the weight of a top person(s) with hands-on assistance from another base or spotter at any time during the stunt until the descent of the top person to a dismount.

Coed Stunt: Base and spotter may not be chest to chest, base must be directly under the stunt

Elite Stunts (include but not limited to): Full up to extended position, release moves that land in an extended position, tick tock variations, toss extended stunts, other unique stunts and transitions of similar difficulty level

S/P/T Technique: Perfection (no bobbles, missed or incomplete skills), proper technique and form (body alignment, body control, etc.), transitions, timing, dismounts/cradles, height of toss

Structure: A place in a pyramid when a top person connects and pauses to show a defined position.

Unassisted Stunt: Any stunt in which one base support the weight of the top person(s) without hands-on assistance from another base or spotter until the descent of the top person during a dismount

Tumbling

Tumbling Technique: Strong set/good height, proper technique, clean landings, precision (no bobbles, missed or incomplete skills), clean body lines, pointed toes, body positioning, clean connections between tumbling elements, uniformity, timing