



TIME OUT CHAMPIONSHIP DEFINITIONS and SCORING

Jumps

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

Basic Jumps: Spread eagle, tuck, herky

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

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

Majority

Full Team: Entire team is doing the skill.

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

Motions

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

Point Deductions

1. The same safety violations and routine violations will apply as cheer/dance.
2. Time Violations: Five (5) points if more than half the team is on the mat at the final buzzer.
3. Violations of State Championship Rules will be a 2 point deduction per occurrence.

Scoring

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

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.

Skills

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

Possible Crowd Effectiveness Skills: Tumbling, stunts, props, answer backs, etc. to gain a crowd response

Synchronization: Two or more performing a skill(s) at the same time. This could be (but doesn't need to be) the same skill(s). Example: A prep and extension building at the same time.

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

Stunts and Pyramids

Scoring: While not actually scored for difficulty and technique, stunts and pyramids will be scored for crowd effectiveness and overall impression.

Stunt Limitations: Skills are limited to those allowed on gym floors by the National Federation. Single leg extended stunts are limited to liberties and liberty hitches. No inversions or basket tosses are allowed.

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

Tumbling

Maximum Difficulty: Tumbling is limited to a standing back handspring(s) during cheers/chants. No tumbling into a stunt. Running tumbling is only allowed during the entrance. Other tumbling will lead to a point 2 point deduction.

Scoring: While not actually scored for difficulty and technique, tumbling will be scored for crowd effectiveness and overall impression.

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

Vocal

Voices (including answer backs or spell outs) are easily understood, volume appropriate, presented to entire crowd.