**2021 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 (in timeout/Crowd Involvement category

only)

**Musicality/Visual Effects**

Crowd oriented movements and incorporations that are sideline practical. Movement time and rhythm fit the music used and synchronization is clear. Skills are practical and appropriate for the situation.

**Point Deductions**

1. The same safety violations and routine violations will apply in all divisions.

2. Time Violations: Two (2) 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. Reference each division’s

guidelines for further information.

**Scoring**

Ranges: Skills listed in ranges must be performed by the majority of the team to move into a range (except where noted on rubrics).

**Skills**

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

PossibleCrowd Effectiveness Skills: Props, answer backs, etc. to gain a crowd response

Synchronization: Two or more performing a skill(s) at the same time.

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

**Vocal**

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