



# 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 the total stunts possible.

Team Size	Stunt Groups to Meet "Majority" Range	Stunt Groups to Maximize Scoresheet (Difficulty Drivers)
6	1	1
7	1	1
8	2	2
9	2	2
10	2	2
11	2	2
12	2	3
13	2	3
14	2	3
15	2	3
16	3	4
17	3	4
18	3	4
19	3	4
20	3	5

## 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 scoresheets

## SCORING

- **Difficulty Drivers:** Factors that judges will consider when determining an actual score within a range – refer to [Difficulty Drivers Chart 7.25](#)
- **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 scoresheets are only examples. Other skills may fit into categories as seen fit by the judging panel.

## STUNTS, TOSSES, & PYRAMIDS

- **Body Positions:** Foot away from body (e.g., heel stretch, scale, arabesque, scorpion, bow and arrow, needle, etc.); **a lib on its own is not a "body position."**
- **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
- **Stunts/Pyramids/Tosses 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 supports 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.
- **Tumbling "Majority":**

Squad Size	Majority
7	4
8	5
9	5
10	6
11	6
12	7

Squad Size	Majority
13	7
14	8
15	8
16	9
17	9
18	10