

YCADA Show Cheer Level 1



CHOREOGRAPHY - By MAJORITY of Team - Max Score: 10.0

0.0	Zero skills performed
7.0 - 7.4	MINIMAL/INCONSISTENT - pace/flow of routine, transitions, visual effects, level changes, roll offs, creativity, percent of team incorporation
7.5 - 7.9	MODERATE - pace/flow of routine, transitions, visual effects, level changes, roll off, creativity, percent of team incorporation
8.0 - 8.9	GOOD - pace and flow of routine, transitions, visual effects, level changes, roll offs, creativity, percent of team incorporation
9.0 - 10.0	EXCELLENT - pace and flow of routine, transitions, visual effects, level changes, roll offs, creativity, percent of team incorporation

PERFORMANCE & USE OF CHEER (IF INCLUDED) - By MAJORITY of Team - Max Score: 10.0

0.0	Zero skills performed
7.0 - 7.4	MINIMAL/INCONSISTENT - quality of presentation, synchronization , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): MINIMAL/INCONSISTENT - incorporation of cheer, crowd effective material/ props , crowd leading skills, voice projection/inflection, ability to lead crowd
7.5 - 7.9	MODERATE - quality of presentation, synchronization , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): MODERATE/CONSISTENT - incorporation of cheer, crowd effective material/ props , crowd leading skills, voice projection/inflection, ability to lead crowd
8.0 - 8.9	GOOD - quality of presentation, synchronization , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): GOOD - incorporation of cheer, crowd effective material/ props , crowd leading skills, voice projection/inflection, ability to lead crowd
9.0 - 10.0	EXCELLENT - quality of presentation, synchronization , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): EXCELLENT - incorporation of cheer, crowd effective material/ props , crowd leading skills, voice projection/inflection, ability to lead crowd

DANCE - By MAJORITY of Team - Max Score: 9.0

0.0	Zero skills performed
6.0 - 6.4	MINIMAL/INCONSISTENT - dance technique and placement. Lacking sharpness and overall motion control. Low energy/slow paced. Lacking creativity/variety in dance. Weak incorporation of dance visuals, transitions, level changes, footwork and floorwork
6.5 - 6.9	MODERATE - dance technique and placement. Moderate motion strength and sharpness in dance. Moderate energy/pace. Moderate creativity/variety in dance. Moderate incorporation of dance visuals, transitions, level changes, footwork and floorwork
7.0 - 7.9	GOOD - dance technique and placement. Good motion strength and sharpness in dance. Good energy/pace. Good creativity/variety in dance. Good incorporation of dance visuals, transitions, level changes, footwork and floorwork
8.0 - 9.0	EXCELLENT - dance technique and placement. Strong sharp dance. Excellent energy/pace. Excellent creativity/variety in dance. Excellent incorporation of dance visuals, transitions, level changes, footwork and floorwork

MOTIONS - By MAJORITY of Team - Max Score: 16.0

0.0	Zero skills performed
13.0 - 13.4	MINIMAL/INCONSISTENT - motion technique. Lacking sharpness and controlled placement, pace and energy . Lacking variety with minimal to zero transitions and level changes
13.5 - 13.9	MODERATE - motion technique. Moderate sharpness and controlled placement, pace and energy . Moderate variety with minimal transitions and level changes
14.0 - 14.9	GOOD - motion technique. Good sharpness and controlled placement, pace and energy . Included variety and visuals with some transitions and level changes
15.0 - 16.0	EXCELLENT - motion technique. Strong and sharp motions with excellent, controlled placement, pace and energy . Excellent variety and visuals with multiple transitions and level changes

SKILL CATEGORIES TECHNIQUE/EXECUTION - Max Score: 1.0 (APPLY TO ALL CATEGORIES BELOW)

0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT

JUMPS DIFFICULTY - Max Score: 10.0

Basic Jumps include: pencil jump, tuck jump, spread eagle/X jump

Advanced jumps include: Right Herkie, Left Herkie, Right Front Hurdler, Left Front Hurdler, Right Side Hurdler, Left Side Hurdler, Toe Touch, Pike, Double Nine

Consecutive connected jumps will be defined as two or more jump(s) following continuously in an unbroken sequence.

Variety will be defined as 2 or more different jumps.

0.0	Zero skills performed
6.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Basic jump(s) • 1 advanced jump by LESS THAN majority of team
7.0	• 1 synchronized advanced jump by majority of team
8.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • 2 or more synchronized non-consecutive advanced jumps by LESS THAN majority of team performed in the SAME sequence/section • 2 synchronized non-consecutive advanced jumps by majority of team performed in DIFFERENT sequences/sections
9.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • 2 synchronized non-consecutive advanced jumps by majority of team performed in the SAME sequence/section • 2 synchronized consecutive connected advanced jumps with NO VARIETY by majority of team
10.0	2 synchronized consecutive connected advanced jumps WITH VARIETY by majority

STUNTS DIFFICULTY - By MAJORITY of Team - Max Score: 15.0

0.0	Zero skills performed
10.0 - 10.9	Knee level two leg stunts
11.0 - 11.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Waist level two leg stunts • Thigh level two leg stunts • Shoulder Sits • Swedish Falls
12.0 - 12.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Prep level two leg stunt • Below prep level single leg stunt (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged)
13.0 - 15.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Prep level two leg stunt AND below prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s) Arabesque, Scorpion, Scale - multiple variations encouraged)- • 1/4 twist mount to below prep level single leg • 1/4 twist mount to prep level two leg stunt • Single based waist level single leg stunt

SKILL CATEGORIES TECHNIQUE/EXECUTION - Max Score: 1.0 (APPLY TO ALL CATEGORIES BELOW)

0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT

PYRAMIDS DIFFICULTY - Must Perform Skill at Least Once - Max Score: 15.0

A pyramid will be defined as stunt(s) connected to other stunt(s) OR ground level individual(s).

0.0	Zero skills performed
10.0 - 10.9	Below prep level two leg stunts braced on both or one side
11.0 - 11.9	Below prep level single leg stunts braced on both or one side
12.0 - 12.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Prep level two leg stunts • Prep level single leg stunts braced on both sides
13.0 - 15.0	This point range will be awarded to teams performing the highest skill LEGALLY possible with consideration given to teams with 5 or less members. Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Prep level single leg stunts braced on only one side • Extended two leg stunts braced on both or one side • 1/4 turn stunt transitions to prep level and above stunts braced on only one side

DISMOUNTS DIFFICULTY - Max Score: 5.0

0.0	Zero skills performed
1.0 - 1.9	Must perform at least <u>ONE</u> of the following by LESS THAN majority of team: <ul style="list-style-type: none"> • Step Offs • Bump Downs • Shove Wraps • Pop Offs
2.0 - 2.9	Must perform at least <u>ONE</u> of the following by MAJORITY of team: <ul style="list-style-type: none"> • Step Offs • Bump Downs • Shove Wraps • Pop Offs
3.0 - 3.9	Straight Ride Cradles by majority of team
4.0 - 5.0	1/4 Turn Cradles by majority of team

TUMBLING DIFFICULTY - Max Score: 5.0

0.0	Zero skills performed
0.5 - 0.9	Must perform at least <u>ONE</u> of the following by LESS THAN 1/4 of team: <ul style="list-style-type: none"> • Forward Rolls • Backward Rolls • Handstands
1.0 - 1.9	Must perform at least <u>ONE</u> of the following by AT LEAST 1/4 of team: <ul style="list-style-type: none"> • Forward Rolls • Backward Rolls • Handstands
2.0 - 2.9	Cartwheels
3.0 - 3.9	Round Offs
4.0 - 5.0	Must perform at least ONE of the following by AT LEAST 1/4 of team: <ul style="list-style-type: none"> • Front/Back Walkovers • Valdez • Back Limbers to Back Walkovers