

YCADA Show Cheer Level 3



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: 10.0

0.0	Zero skills performed
7.0 - 7.4	MINIMAL/INCONSISTENT - motion technique. Lacking sharpness and controlled placement, pace and energy . Lacking variety with minimal to zero transitions and level changes.
7.5 - 7.9	MODERATE - motion technique. Moderate sharpness and controlled placement, pace and energy . Moderate variety with minimal transitions and level changes.
8.0 - 8.9	GOOD - motion technique. Good sharpness and controlled placement, pace and energy . Included variety and visuals with some transitions and level changes.
9.0 - 10.0	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

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

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

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 ONE of the following: <ul style="list-style-type: none"> Basic jump(s) 1 advanced jump 2 or more synchronized non-consecutive advanced jumps performed in DIFFERENT sequences/sections
7.0	Must perform at least ONE 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 3 synchronized non-consecutive advanced jumps by LESS THAN majority of team performed in the SAME sequence/section
8.0	Must perform at least ONE of the following: <ul style="list-style-type: none"> 3 synchronized non-consecutive advanced jumps by majority of team performed in the SAME sequence/section 2 or 3 synchronized consecutive connected advanced jumps by LESS THAN majority of team
9.0	Must perform at least ONE of the following by majority of team: <ul style="list-style-type: none"> 2 or 3 synchronized consecutive connected advanced jumps with NO VARIETY 2 synchronized consecutive connected advanced jumps with VARIETY
10.0	3 synchronized consecutive connected advanced jumps WITH VARIETY by majority of team

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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

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

0.0 - 0.0	Zero skills performed
8.0-8.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Knee level two leg stunts • Thigh level two leg stunts • Shoulder Sits • Swedish Falls • Cradle Back Walkover Outs • Non-twisting Superman transitions
9.0 - 9.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Prep level two leg stunts • Below prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Ground level inversions to load-in/Sponge
10.0 - 10.9	Must perform at least ONE 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 mounts to prep level stunts • 1/4 twist mounts to extended level stunts
11.0 - 11.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Two leg extended stunts • 1/2 twist mounts to prep level stunts
12.0 -12.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Extended Liberties • Ground level inversions directly to below prep level stunts • 1/2 twist Superman transitions • 1/2 twist mounts to two leg extended stunts • Forward Suspended Rolls
13.0 - 15.0	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Extended single leg stunt(s) (i.e. Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Free standing release moves that land at prep level • Full twist mounts to prep level stunts • Ground level inversions directly to prep level stunts • 1/2 twist mounts to extended single leg stunts

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 - 0.0	Zero skills performed
8.0-8.9	Below prep level stunts braced on both or one side
9.0-9.9	Prep level stunts braced on both or one side
10.0-10.9	Extended two leg stunts braced on both or one side
11.0-11.9	Extended single leg stunts braced on both or one side
12.0-12.9	Release moves braced on both or one side that land in prep level or below stunts or land in load-in/sponge position
13.0 - 15.0	This point range will be awarded to teams performing the highest skill LEGALLY possible with consideration given to teams with 7 or less members Must perform at least ONE of the following: <ul style="list-style-type: none"> • Braced release moves to a cradle braced on both sides • Braced release moves to an upright standing body position braced on both or one side that land at the extended level • 1/2 twist release moves braced on both sides that land in prep level or above stunts

DISMOUNTS DIFFICULTY - By MAJORITY of Team - Max Score: 5.0

0.0 - 0.0	Zero skills performed
0.5-0.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Bump Downs • Shove Wraps • Pop Offs
1.0-1.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Straight Ride Cradles from prep level or below stunts • 1/4 Turn Cradles from prep level or below stunts • Non-twisting Alternate Cradle (i.e. Toe Touch, Kick, Ball, Pike etc.)
2.0-2.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Straight Ride Cradles from extended stunts • 1/4 Turn Cradles from extended stunts
3.0-3.9	Single twist cradles from prep level two leg stunts
4.0 - 5.0	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Single twist cradles from extended two leg stunts • Single twist cradles from prep level single leg stunts • Two trick non-twisting cradles from Extension Prep

TUMBLING DIFFICULTY - By 1/4 of Team - Max Score: 5.0

0.0 - 0.0	Zero skills performed
0.5-0.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Forward/Backward Rolls • Handstands
1.0 - 1.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Cartwheels • Round Offs
2.0 - 2.9	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Front Walkovers • Back Walkovers
3.0 - 3.9	Single non-consecutive Front/Back Handsprings
4.0 - 5.0	Must perform at least ONE of the following: <ul style="list-style-type: none"> • Front Walkovers through to single Back Handsprings • Round Off Back Tucks • Jumps continuously to Back Handsprings • Running Front Tuck • Consecutive Handsprings Series • Round off Back Handspring Back Tucks • Side Aerials

TOSSES DIFFICULTY - Max Score: 5.0

0.0	Zero skills performed
2.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by LESS THAN majority of team
3.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by majority of team
4.0	Single trick non-twisting tosses (i.e. kick, pike, tuck, toe touch) by LESS THAN majority of team
5.0	Single trick non-twisting tosses (i.e. kick, pike, tuck, toe touch) by majority of team