

COACH'S CHEAT SHEET

YOUTH CHEER DIVISIONS

HOW DO YOU USE YCADA SCORING GRIDS?... *DON'T WORRY, WE'LL WALK YOU THROUGH IT*

1. FIND YOUR TEAM'S SCORING GRID.

What is your Category & Level (if applicable)?

Example:

- If you are: SHOW CHEER - LEVEL 1 (YL1)
- Then select: YOUTH LEVEL 1 - SHOW CHEER SCORING GRID

2. LOOK AT EACH SKILL ELEMENT ON THE SCORING GRID. (ACTUAL NUMBERS MAY VARY)

Scoring grids are consistent with YCADA's score sheets and display point ranges teams may earn (scoring guidelines = score sheets).

For all skill elements, except tumbling, the performing team must perform/execute the listed skills by a MAJORITY of the team in order to score in the corresponding score range. For tumbling a team must perform/execute the listed skills by 1/4 of the team in order to score in the corresponding score range.

Example 1: One element on the Show Cheer Level 1 scoring guideline is MOTIONS

→ Determine where your team falls

- ▶ If the **MAJORITY** of your team executes MODERATE motion technique. Moderate sharpness and controlled placement. Moderate pace/energy. Moderate variety with minimal transitions and level changes. **Then you can expect to receive a score in the 13.5-13.9 range.** (Remember the key word is *majority* - majority means executed by over half of the team).
- ▶ If the **MAJORITY** of your team executes EXCELLENT motion technique and placements. Strong and sharp motions with excellent control. Fast paced and high energy. Excellent variety and visuals with multiple transitions and level changes. **Then you can expect to receive a score in the 15.0-16.0 range.**

Example 2: Another element on the Show Cheer scoring GUIDELINE is TUMBLING- **Tumbling skills must be performed by at least 1/4 or 25% of team members in order for a team to score in the corresponding scoring range**

→ What is the most advanced tumbling skill your team can perform?

- ▶ Let's say it is a Back Walkover.
 - Is 1/4 of your team able to perform and execute this skill sequence?
 - If YES - by looking at the *YOUTH LEVEL 1 - SHOW CHEER SCORING GUIDELINE* you can expect your tumbling score to fall within the 4.0-5.0 range
 - If over 1/4 or 25% of your team performs a Forward Roll and only 10% of team members are able to execute the Back Walkover, then your team could fall in a range of 1.0 - 1.9.

WHAT ARE JUDGES LOOKING FOR?... *HERE'S A QUICK CHECKLIST*

- Were skills performed 'legal' for the level selected?
- Within the element range, what were the most advanced skills performed?
- Did the majority (50% +1 OR over half) of the team perform/execute (not attempt) the skill(s) or for tumbling did 1/4 of your team execute skill?
- Did the routine include variety?

Examples:

- Two or more tumbling sequences with different tumbling skills
- Pyramids containing pyramid transitions
- Different stunts - not the same stunt repeated
- Was choreography varied to hold audience attention? OR did the routine become repetitive & monotonous?

- How did the team *execute* the skills?
 - Strong level = higher score (mastery of skill, excellence of performance/skill, confidence in performance)
 - Weak level = lower score (inconsistent in skill, needs polish, lacks self confidence)
- Were there mistakes, falls, bobbles, etc.? Any mistakes in a technical category will effect the one point available for execution.
 - Strong level = higher execution score
 - Weak level = lower execution score

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This chart lists the **MINIMUM** number of skills a team must perform to score in any given range. Performing **ONLY** these quantities without any additional skills, would score at the **BOTTOM** of any range. Team scores in any difficulty category are based on comparative scoring to other teams in their division. A team performing more than the minimum number of skills required will result in that team scoring higher than teams that perform closer to the minimum number of skills. All skill categories (with the exception of JUMPS) allow cumulative/recycled skills (example: 9 athletes performing the same skill twice = 18).

- The **# of Athletes column** is how many athletes must perform the same tumbling skills to qualify for any given range.
- The **Jumps & Motions column** is how many athletes must perform the same jumps or motions to qualify for any given range.
- The **Stunts column** is how many stunt groups (made up of 5 athletes) must perform the same stunt, dismount and toss to qualify for any given range.
- **Pyramid Difficulty:** Teams will qualify for a particular pyramid difficulty range by performing any of the listed skills in a particular scoring range **ONCE**.

# OF ATHLETES	25% STANDING/RUNNING TUMBLING	50% +1 JUMPS & MOTIONS	50% +1 (GROUPS OF 5) STUNTS
6	1+	4+	1+
7	1+	4+	1+
8	2+	5+	1+
9	2+	5+	1+
10	2+	6+	2+
11	2+	6+	2+
12	3+	7+	2+
13	3+	7+	2+
14	3+	8+	2+
15	3+	8+	2+
16	4+	9+	2+
17	4+	9+	2+
18	4+	10+	2+
19	4+	10+	2+
20	5+	11+	3+
21	5+	11+	3+
22	5+	12+	3+
23	5+	12+	3+
24	6+	13+	3+
25	6+	13+	3+
26	6+	14+	3+
27	6+	14+	3+
28	7+	15+	3+
29	7+	15+	3+
30	7+	16+	4+
31	7+	16+	4+
32	8+	17+	4+
33	8+	17+	4+
34	8+	18+	4+
35	8+	18+	4+
36	9+	19+	4+