

# SCORING GRIDS & SCORE SHEETS

## YOUTH CHEER DIVISIONS

The following suggested criteria, grids and score sheets are guidelines by which judges will assess your team's skills and performance. Judges maintain the right to drop your team out of the suggested scoring range if it is determined that the quality of skills being executed is not satisfactory for your level of competition. Judges will actively use comparative scoring to determine the scores a team should receive versus the competition in the division. Therefore a team's score will and may change depending on the level of competition at each event. All elements are determined based on a majority of difficulty and execution/technique displayed by the team.

### SCORING CRITERIA FOR EACH POINT RANGE... *MAXIMIZE THESE TO SCORE THE MOST POINTS IN EACH SECTION!*

#### **STUNTS DIFFICULTY:**

Percentage of team participation (number of stunts in air simultaneously)  
Body positions displayed  
Minimal use of bases (use of front spots)  
Degree of difficulty  
Creativity and variety  
Pace of skills

#### **STUNTS EXECUTION/TECHNIQUE:**

Control of body position  
Level of execution  
Body positions and flexibility  
Bases using proper technique

#### **DISMOUNTS DIFFICULTY:**

Percentage of team participation  
Minimal use of bases  
Degree of difficulty of dismounts  
Creativity & variety

#### **DISMOUNTS EXECUTION/TECHNIQUE:**

Pointed toes by flyer at landing  
Legs together and uncrossed on landings  
Sharpness of landing (how tight are bases catching and set out)  
Execution of cradle  
Completion of rotation  
Height of dismounts  
Perfection

#### **PYRAMIDS DIFFICULTY:**

Percentage of team participation  
Pace of pyramid skills  
Body positions and control  
Minimal use of bases  
Degree of difficulty Level of execution  
Creativity & variety  
Transitions speed and variety  
Height of pyramid skills executed  
Combination of skills

#### **PYRAMIDS EXECUTION/TECHNIQUE:**

Body positions and control  
Height of pyramid skills executed  
Control of body position  
Level of execution  
Body positions and flexibility  
Bases using proper technique  
Base and spotter technique  
Top person technique  
Perfection

#### **STANDING/RUNNING TUMBLING DIFFICULTY:**

Percentage of team participation  
Combinations of skill creativity & variety  
Synchronization  
Pace and speed of skills  
Approach  
Landings (clean with feet together)  
Degree of difficulty of skills performed

#### **STANDING/RUNNING TUMBLING EXECUTION/TECHNIQUE:**

Form  
Height of execution  
Landings  
Pace and speed of skills  
Perfection

#### **JUMPS EXECUTION/TECHNIQUE:**

Landings  
Arm movements  
Pointed toes  
Level of jumps  
Technique, timing, landing  
Synchronization

#### **TOSS EXECUTION/TECHNIQUE:**

Height of toss  
Movement of bases or flyer  
Execution of tricks while airborne  
Completion of rotations or skills  
Perfection  
Synchronization