IESA CHEER CHAMPIONSHIPS
Routine Division Rubric

The skills listed in this rubric are applicable only to the difficulty level of the fundamental skills category of the routine division scoresheet. The elements listed should be used as examples and are not a checklist; the examples listed are not all-inclusive. Rubric ranges are based on a majority of the team performing the skills. If less than a majority of the team performs a skill, the score range will be a 2-3.

Difficulty Range (maximum 7) →	**Score 3-4**	**Score 4-5**	**Score 5-6**	**Score 6-7**
Motions/Dance *Visual effects include: level changes, ripples, transitional movements, foot and floor work	below average motions, little to no visual effects, slow pace	below average motions, basic visual effects, average pace	Advanced motions, multiple visual effects, average pace	Multiple advanced motions, multiple visual effects, fast pace
Tumbling	Basic rolls, handstands, cartwheels, or round-off	Standing and/or running front/back walkovers or front handsprings	Standing and/or running back handsprings, aerial, or running no-handed skills (Whip, Tuck, Pike)	Standing tucks, standing and / or running fulls, layouts, or specialty passes incorporating 2 or more no-handed skills
Jumps	Basic jumps - Tuck, Spread Eagle, and Double Hook	At least 2 different types of advanced jumps - Front/Side, Hurdler, Toe Touch, Pike, Double Nine	At least 3 different types of advanced jumps - must perform at least one combo jump	At least 3 different types of advanced jumps - must perform at least one combo jump and at least one synchronized full team jump
Partner Stunts	Basic-level partner stunts (i.e. thigh stand, shoulder sit/stand, prep, single leg prep skills)	Intermediate level partner stunts (i.e. double base extension, ½ up, ¼ up or quick toss to prep, prep with full twist cradle), or assisted prep level single base skills	Extended single leg liberty, ½ up, ¼ up or quick toss to an extended full up to prep, or double base extended stunt with a twist cradle	Extended single leg variations with a twist cradle, full up to extended level, ½ up, ¼ up, quick toss or switch up to single leg, or assisted single base extended skills
Pyramids	Extended two-leg pyramid	Extended single -leg pyramid with at least one transition (change from one stunt to another stunt)	Extended single -leg pyramid with 2 or more transitions - one transition is a release transition that ends in an extended position	Pyramid with multiple extended structures and multiple release transitions - one release transition must end in a single leg position

Descriptors to help support the Routine Rubric

Motions / Dance: Visual effects include but are not limited to level changes, ripples, transitions, movement, foot and floor work.

Tumbling: The degree of difficult will be based on the number of individual athletes completing tumbling skills in the same section. Additional tumbling skills, beyond those credited to degree of difficulty, will be rewarded in the overall effect category.

Jumps: Advanced jumps include: herkie, side hurdler, front hurdler, toe touch, pike, double nine, around the world.

Partner Stunts: Extended Advanced Body Positions include Arabesque, Heel Stretch, Over Stretch, Bow and Arrow, Scale, Scorpion, Needle. The skill progressions listed are general in nature and do not attempt to list every skill or skill variation.

Execution scores will be out of 5 and
the lowest score a team can attain is a 2 in execution.

ROUTINE DIVISION

1A ROUTINE 2A ROUTINE 3A ROUTINE

COMPETITION CATEGORY / MAXIMUM POINTS		TEAM SCORE	DESCRIPTORS
COMMUNICATION Voice, Eye Contact, Facial Expressions	10		**Material** - Too wordy, Good crowd work, Good use of signs, Clarity **Eye Contact / Facial Expressions** - Good expressions, Expressions overdone, more smiles **Voice** - Strong Voice, Be Louder, Make words natural
FUNDAMENTAL SKILLS Motions / Dance 7 pts. Difficulty / 5 pts. Execution Tumbling 7 pts. Difficulty / 5 pts. Execution Jumps 7 pts. Difficulty / 5 pts. Execution Partner Stunts 7 pts. Difficulty / 5 pts. Execution Pyramids 7 pts. Difficulty / 5 pts. Execution (Minimum score in execution is a 2)	60		**Motions / Dance** - Good motion execution, Good dance execution, Good choreography, Add more variety, Inappropriate dance, Levels off, Isolate motions, Improper wrist **Tumbling** - Good execution, Improve landings, Include more tumbling, Hands down, Bent legs, Legs apart **Jumps** - Good execution, Improve landings, Improve height, Point toes **Partner Stunts** - Good execution, Good dismounts, Good variety, Dismounts shaky, Include more transitions, Stunt sync on, Falls **Pyramids** - Good execution, Good dismounts, Good variety, Dismounts shaky, Include more transitions, Pyramids shaky, Falls
GROUP TECHNIQUES Synchronization 10 pts. Formations & Spacing 10 pts.	20		**Synchronization off** - Tumbling, Stunts, Dance, Jumps, Cheer **Formations & Spacing** - Good formations, Watch spacing, Need variety of formations, Smooth transitions
OVERALL EFFECT Crowd Appeal	10		**Crowd Appeal** - Good creativity, Solid / Clean routine, Slow routine, Visually creative transitions, Good use of squad skills, Genuine enthusiasm, Natural facial expressions, Positive material
TOTAL POINTS	100		**COMMENTS:**