IHSA COMPETITIVE CHEERLEADING
Definitions and Scoring Tools

GENERAL SCORING GUIDELINES

Degree of difficulty ranges are based on ***required minimums*** performing skills within each level. Placement within a specific range is determined by the difficulty of the skills performed, the percentage of athletes performing the skills, and additional skills performed above the level of difficulty achieved by the team. Not performing ***required minimums*** of any skill in a given category will result in a difficulty score of 5.0 - 6.0; with the exception of STUNTS for teams of 7 or less participants***.
Performing NO SKILLS in a given category will be scored a 0.

Required Minimums: number of skills required in each difficulty category based on the number of athletes on the floor to achieve a difficulty range (see chart on page 2). For STUNTS only, **teams with 7 or less athletes on the floor who do not meet the skill minimum, the max score for stunt difficulty is 6.0, 7.0, 8.0, 9.0 respectively.**

Majority: 51% or more than half of the athletes.

Most: Nearly all of the athletes.

Comparative Scoring: For each routine, scoring within a range is comparative to all routines performed in the same division on the same day.

DEDUCTIONS/LEGALITIES

Incomplete Tumbling Skill: Hands touch down on tumbling or tumbling lands on knees or other body parts.

Major Stunt Fall: A top person lands on the performing surface in a compromising position.

Missed Stunt Skill: A building skill that falls during the skill. (Examples: drop from an individual stunt to a load, cradle, flatback, or unstable position; two body parts on the performing surface; a top person brought to the performance surface in a controlled manner (bear hug/melt down) before the skill ends; a top person falling on top of a spotter/base who is on the performing surface.)

Pyramid Collapse: Two or more connected stunts falling. If multiple tops fall in the same pyramid but are not in direct connection, this deduction still applies.

Performance Based Legality: A skill that is initiated legally however, due to improper execution, the skill becomes illegal.

NFHS Legalities: Multiple stunt groups and/or multiple individual skills that are illegal and performed in the same section = 1 deduction per article (major or minor) Multiple stunt groups and/or multiple individual skills that are illegal and performed in different sections = 1 deduction per article AND per occurrence (major or minor)

ADDITIONAL ROUTINE COMPONENTS

Projection/Showmanship: A team's ability to demonstrate natural expressions to make the routine appear effortless within their ability level. Ability to capture the crowd and demonstrate genuine enthusiasm, energy, and confidence. Use of appropriate volume relative to number of athletes, inflection, enunciation, pace, smiles, spirit, facial expressions, and poise maintained throughout the entire routine.

Routine Composition: A team's ability to demonstrate precise spacing and quick, seamless transitions of movement that flow effectively throughout the routine. The incorporation of visual, innovative and intricate elements to enhance overall appeal.

Skill Utilization: The effective use of athletes throughout a routine. Use of additional skills beyond those credited to degree of difficulty. How well a team maximized the use of athletes.

DIFFICULTY RUBRIC

JUMPS

Combination Jump: Continuous body movement between jumps with no more than 2 counts separating each jump.
(Examples: double toe touch equals 2 jumps and 1 variety, and left hurdler/right hurdler combo equals 2 jumps and 2 variety).

Full Team Synchronized Jump: All athletes must perform the same jump.

Jump-Tumble Combination (Tumbling Levels 2, 3 and 4): The degree of difficulty of these skills will be scored in the tumbling rubric. The execution of the jump will be scored as jump execution. The execution of the tumbling skill will be scored in tumbling execution.

TUMBLING

Layout Position: (NFHS definition) a straight-body position. This position must be obtained at some point while airborne for credit.

Pike Position: (NFHS definition) Bent at hips with legs straight and together.

PYRAMIDS

Structure: A place in a pyramid when a top person connects and pauses to show a defined position. This is also referred to as a picture.

PARTNER STUNTS

Stunt/Partner Stunt/Lift: One or more bases support one or more top persons off of the performing surface.
The stunt begins when the top person is no longer in contact with the performing surface and ends upon the completion of the dismount either to the performing surface or cradle position.

Extended Advanced Body Positions: Arabesque, Heel Stretch, Over Stretch, Bow and Arrow, Scale, Scorpion, Needle, etc. Torch and Liberty ARE NOT advanced body positions.

Target/Platform: an extended stunt where the top person is being supported under one foot. The non-supported foot is placed next to the foot/ankle of the supported leg. Target/platform is NOT a single leg skill.

Hand in Hand Inversion: An inverted straight-body vertical position where the hands of the top person are in the hands of the base(s). The top person is in a handstand position.

Assisted Single Base Stunt: Any stunt in which one base supports the weight of a top person(s) with hands-on assistance from a spotter any time during the stunt prior to the descent of the top person during a dismount.

Unassisted Single Base Stunt: Any stunt in which one base supports the weight of a top person(s) without hands-on assistance from a spotter until the descent of the top person during a dismount.

Factors for Stunt Difficulty within a Level:
Skills listed within each rubric range are the minimum requirements for that particular skill. More difficulty can be achieved by including body position variations, increase in rotation, lessening the number of stunt personnel, etc.

Body Position Variation *(Level 1 example):*
In range: prep - ***In range, more difficult:*** prep level liberty(single leg skill at prep) - ***In range, most difficult:*** prep level heel stretch

Increase in Rotation - more than listed on the rubric *(Level 4 example):*
In range: Ground inversion with a release to extended liberty (more difficult than the skill listed on the rubric)
In range, more difficult: Ground inversion release and a ½ twist to extended liberty (more difficult than the previous skill)
In range, most difficult*:* Ground inversion release and a full twist to extended liberty (most difficult in this list of examples)

Number of Stunt Personnel *(Level 2 example):*
In range: Full up to prep with two bases, a front spot/base and a back spot (5 total athletes)
In range, more difficult: Full up to prep with two bases and a back spot (4 total athletes)

REQUIRED MINIMUMS

Jumps/Tumbling (based on majority)				***Stunts***		***Single Based Stunts***		**Tosses**	
# Athletes	Skill Minimum	# Athletes	Skill Minimum	# Athletes	Skill Minimum	# Athletes	Skill Minimum	# Athletes	Skill Minimum
5	3	14-15	8	7 or less	2***	11 or less	2	9 or less	1
6-7	4	16-17	9	8-15	2	12-17	3	10 - 15	2
8-9	5	18-19	10	16-20	3	18-20	4	16 - 20	3
10-11	6	20	11						
12-13	7								

***STUNTS ONLY: Teams with 7 or less athletes on the floor who do not meet the skill minimum, the max score at any stunt difficulty score is 6.0, 7.0, 8.0, 9.0 respectively.**

Combinations of quad stunts and single based skills *CAN* achieve STUNT minimum requirements as long as the number of athletes involved in the skills is a majority of the team, based on the minimum number of stunt personnel required to perform the skill legally. (Quad = 4, Single Base = 3)

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