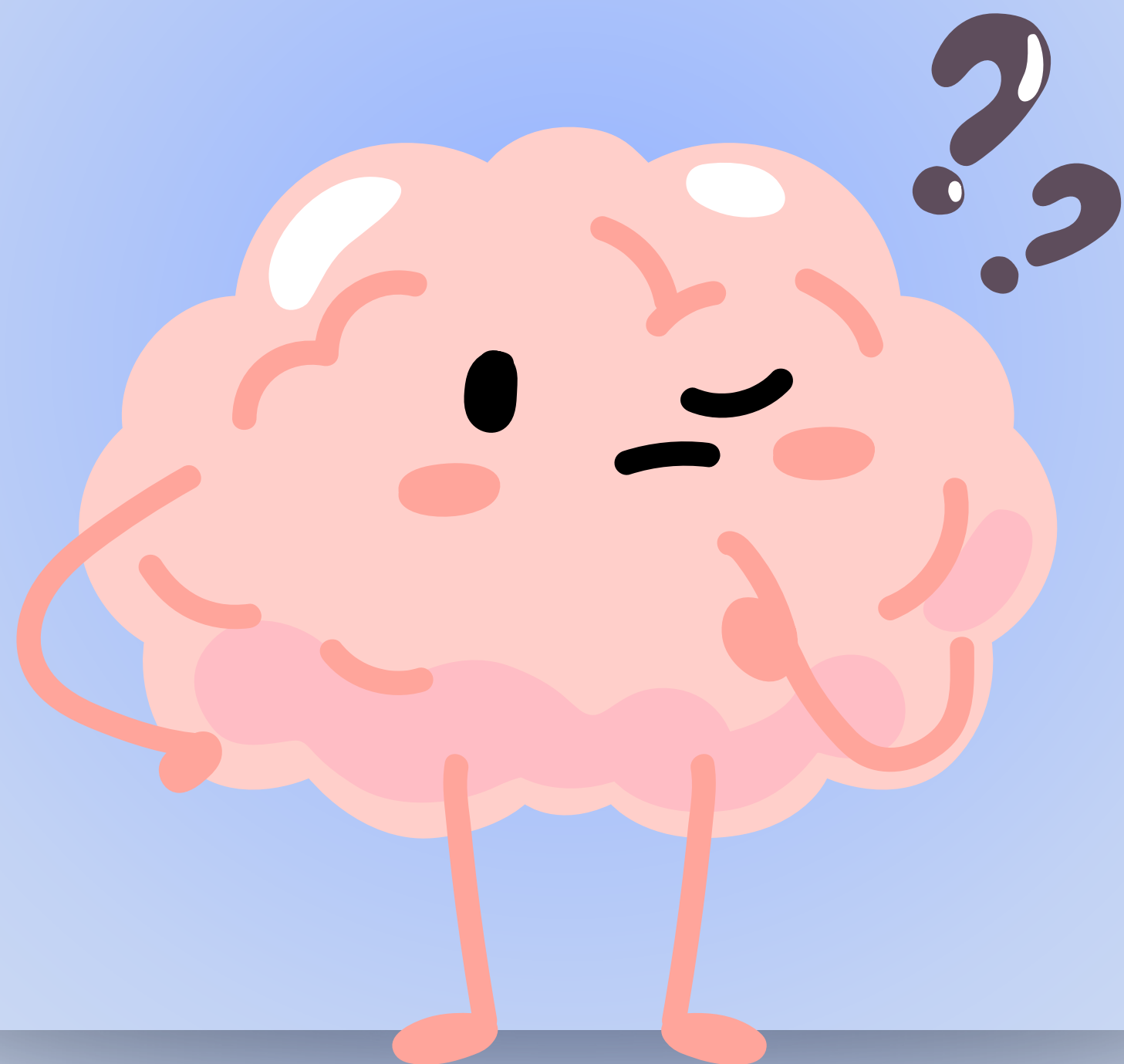


SCORING 101

FOR COACHES







WHY ME

Previous all star and college athlete and coach in Quebec (CAN)

Founder of CheerStarters

15+ years judging cheerleading in US, Canada, Australia and more

Certified with United, Open, Cheer Canada, IASF and ICU

Served as a panel judge and head judge for multiple Worlds and Summit bid events.

Co-chair of the Officials and Scoring Committee for CC

Content creator and educator behind the @Judge.Mimi account on TT and IG

DIFFERENT CHEERLEADING SCORING SYSTEM

COMPARATIVE



-
- Cheer Canada
 - USASF Worlds
 - IASF Worlds

HYBRID

-
- Australia
 - ICU - Team Canada

RUBRIC

-
- Open Championship
 - United Scoring
 - All Varsity events
 - The Summit US and International

**ON THE CHEER CANADA SCORING
SYSTEM, YOU START OFF WITH ...**

0

POINTS

HOW YOU BUILD YOUR SCORES ?

+

- Building Scores
- Tumbling Scores
- Overall Scores

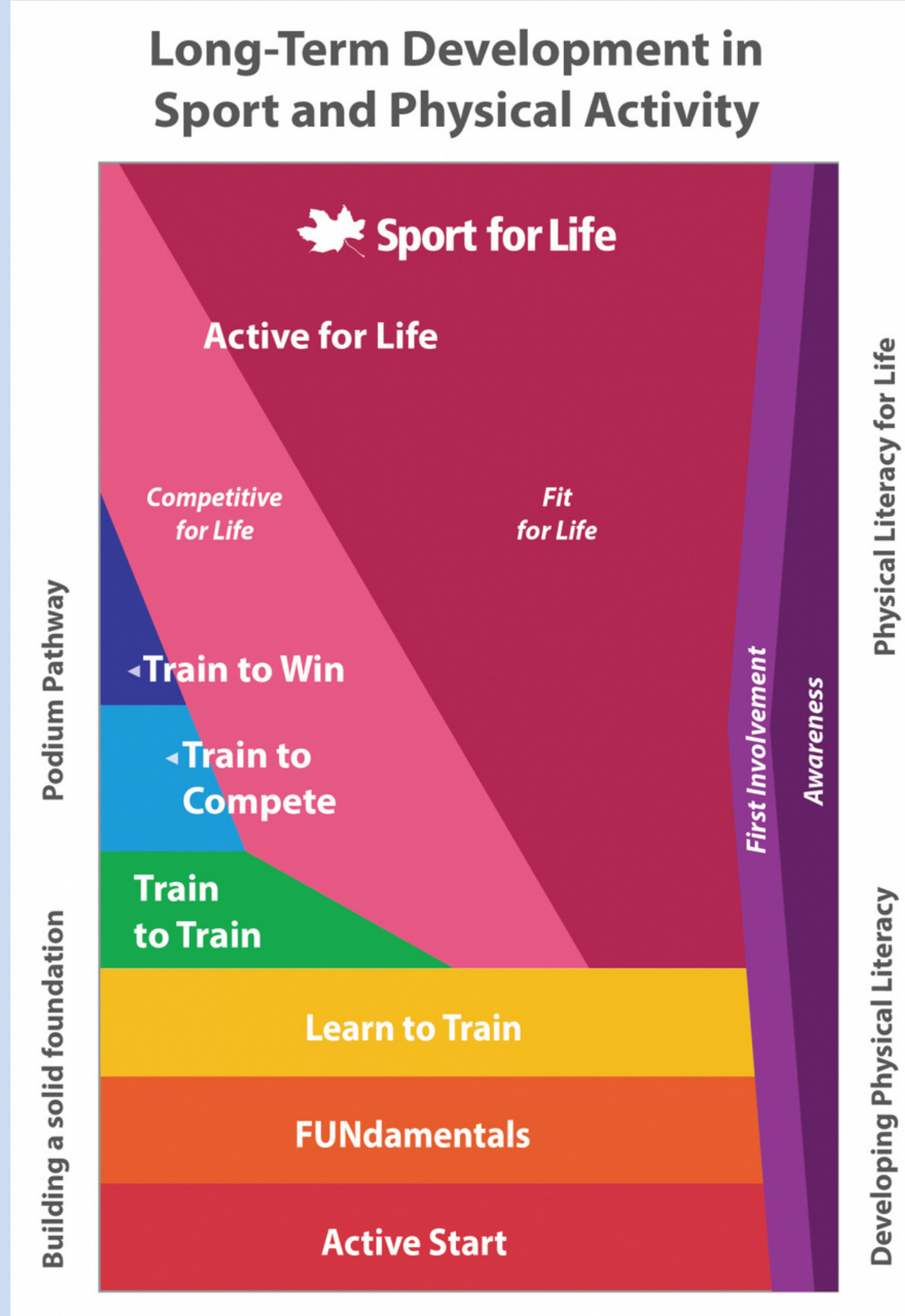
-

- Legality
- Deductions

WHAT'S THE TOTAL NUMBER OF POINTS?

150 **POINTS**

Long-term development



Different scoresheets



Novice Information

TIME LIMIT: 1m30sec

TUMBLING:

- Allowed - Follow L1
- Not required

BUILDING:

- Follow modified L1 rules
- Single leg stunt at waist level or below
- No 2 legs above prep level
- ¼ twisting - excluding the exceptions in rules
- No transition to prone
- No straight pop down dismount
- No waist-level cradle

CLARIFICATIONS:

- U6 Novice - only CW and FWRDroll
- U6 Novice - No building skills allowed
- Can only be scored once in a single or multi-day event
- No crossover allowed to All-star or Prep

Novice scoresheet

GOAL: Falling in love with the sport

- Focus only on execution
- Building blocks of a cheer routine: stunt, pyramid, jump, tumbling, dance, showmanship
- Acquiring skills
- Getting comfortable on the mat and in front of an audience

NOVICE				Comments
	Low	Average	Excellent	
STUNT EXECUTION				
Execution of skills	☐	☐	☐	
Stability, control and stance of bases	☐	☐	☐	
Top person execution, alignment and control	☐	☐	☐	
Synchronization / uniformity	☐	☐	☐	
PYRAMID EXECUTION				
Execution of skills	☐	☐	☐	
Stability, control and stance of bases	☐	☐	☐	
Top person execution, alignment and control	☐	☐	☐	
Synchronization / uniformity	☐	☐	☐	
JUMP EXECUTION				
Leg and arms positions	☐	☐	☐	
Landing / control	☐	☐	☐	
Speed and height	☐	☐	☐	
Synchronization/uniformity	☐	☐	☐	
TUMBLING EXECUTION				
Execution of skills	☐	☐	☐	
Positioning, control	☐	☐	☐	
Landings	☐	☐	☐	
Speed	☐	☐	☐	
Synchronization / uniformity	☐	☐	☐	
DANCE EXECUTION				
Precision and technique	☐	☐	☐	
Energy, confidence and entertainment	☐	☐	☐	
Synchronization / uniformity	☐	☐	☐	
ROUTINE IMPRESSION				
Memorization of the routine	☐	☐	☐	
Energy, genuine expression	☐	☐	☐	
Confidence and eye contact	☐	☐	☐	
Consistency of showmanship	☐	☐	☐	

Novice Strategies

- Easy routine with above-average execution
- Ensure athletes know their routine without the coach's input
- Slow it down
- Make it fun :)
- Practice the elements that are going to be building blocks
 - Energy and showmanship
 - Transitions and how you move between sections
 - Proper technique for skills

Prep Information

TIME LIMIT: 2m00sec

RULES: Follow IASF rules for their level

BUILDING:

- No tosses allowed

CLARIFICATIONS:

- U6 and U8 prep will not be scored
- Can only be scored once in a single or multi-day event
- Recommended shorter season (8 months)
- Recommended less costly uniform
- Recommended one practice a week
- No crossover to All-Star or Novice

Prep scoresheet

GOAL: Falling in love with competing

- Starting to introduce more difficulty in some categories
- Larger focus on execution
- Building blocks of a cheer routine: stunt, pyramid, jump, tumbling, dance, showmanship
- Perfecting and developing skills
- Learn to win / Learn to lose

BUILDING DIFFICULTY - PREP					BUILDING EXECUTION - PREP					TUMBLING - PREP					OVERALL - PREP														
STUNT DIFFICULTY		% Participation (+4), Degree of difficulty, Use of bases, Variety of skills / loads / transition/ dismounts, Combo of skills / Pace			STUNT EXECUTION		Execution of skills, Bases: stability; control, stance/posture, catch quality, Top: alignment, body control, flexibility, stability, Synchronization / timing, Speed & fluidity			JUMP DIFFICULTY		% of team participation, Degree of difficulty, Variety, Combinations: Number of connections, Order of skills, Speed of connections			JUMP EXECUTION		Precision of position, Height / Speed, Landings / Control, Synchronization / timing, Uniformity of technique / form			DANCE EXECUTION		Perfection, Synchronization, Technique of motion/movement, Uniformity of technique, High energy and performance							
No skills performed	0				No skills performed	0				No skills	0				No skills	0				Below average	0 - 2								
Low difficulty	0.2 - 4				Below average execution	0.4 - 8				Low	0.2 - 2				Average	2.0 - 4				Average	2.0 - 4								
Average to above average	4.0 - 8				Average to above average	8.0 - 16				High	4.0 - 5				High	4.0 - 5				Excellent	4.0 - 5								
Excellent difficulty	8.0 - 10				Excellent execution	16.0 - 20				High	4.0 - 5				High	4.0 - 5				Excellent	4.0 - 5								
										/5					/5					/5									
PYRAMID DIFFICULTY		% Participation (+4), Degree of difficulty, Use of structures, Minimal of bases, Variety of skills / loads / transition/ dismounts, Combo of skills / Pace			PYRAMID EXECUTION		Execution of skills, Bases: stability; control, stance/posture, catch quality, Top: alignment, body control, flexibility, stability, Synchronization / timing, Quality of connections, Speed & fluidity			TUMBLING DIFFICULTY		% of team participation, Degree of difficulty / complexity, Usage of synchronized passes, Variety, Combinations			TUMBLING EXECUTION		Execution of skills, Positioning / body control, Height, Landings, Speed, Synchronization / timing, Uniformity of technique			FORMATIONS / TRANSITIONS		Variety, difficulty and intricacy of formations, Precision of spacing throughout, Movement is intentional, seamless and clearly defined, Timing, pace and flow, Use of floor							
No skills performed	0				No skills performed	0				No skills performed	0				No skills performed	0				Below average	0 - 4								
Low difficulty	0.2 - 4				Below average execution	0.4 - 8				Low difficulty	0.2 - 2				Average to above average	2.0 - 4				Excellent difficulty	4.0 - 5								
Average to above average	4.0 - 8				Average to above average	8.0 - 16				High	4.0 - 5				High	4.0 - 5				Excellent	4.0 - 5								
Excellent difficulty	8.0 - 10				Excellent execution	16.0 - 20				High	4.0 - 5				High	4.0 - 5				Excellent	4.0 - 5								
										/10					/5					/10									
										/20					/5					/10									
TOTAL					/20					TOTAL					/40					TOTAL					/20				

Prep Strategies

- Balance difficulty and execution
- Stress strong technique before focusing on progression
- Ensure athletes know their routine without the coach's input
- Slow it down if needed
- Learn how to win and lose

Allstar Information

TIME LIMIT:

- 2m30sec
- 2m00sec for non-tumbling

RULES: Follow IASF rules for their level

CLARIFICATIONS:

- No crossover to Novice or Prep

Allstar scoresheet

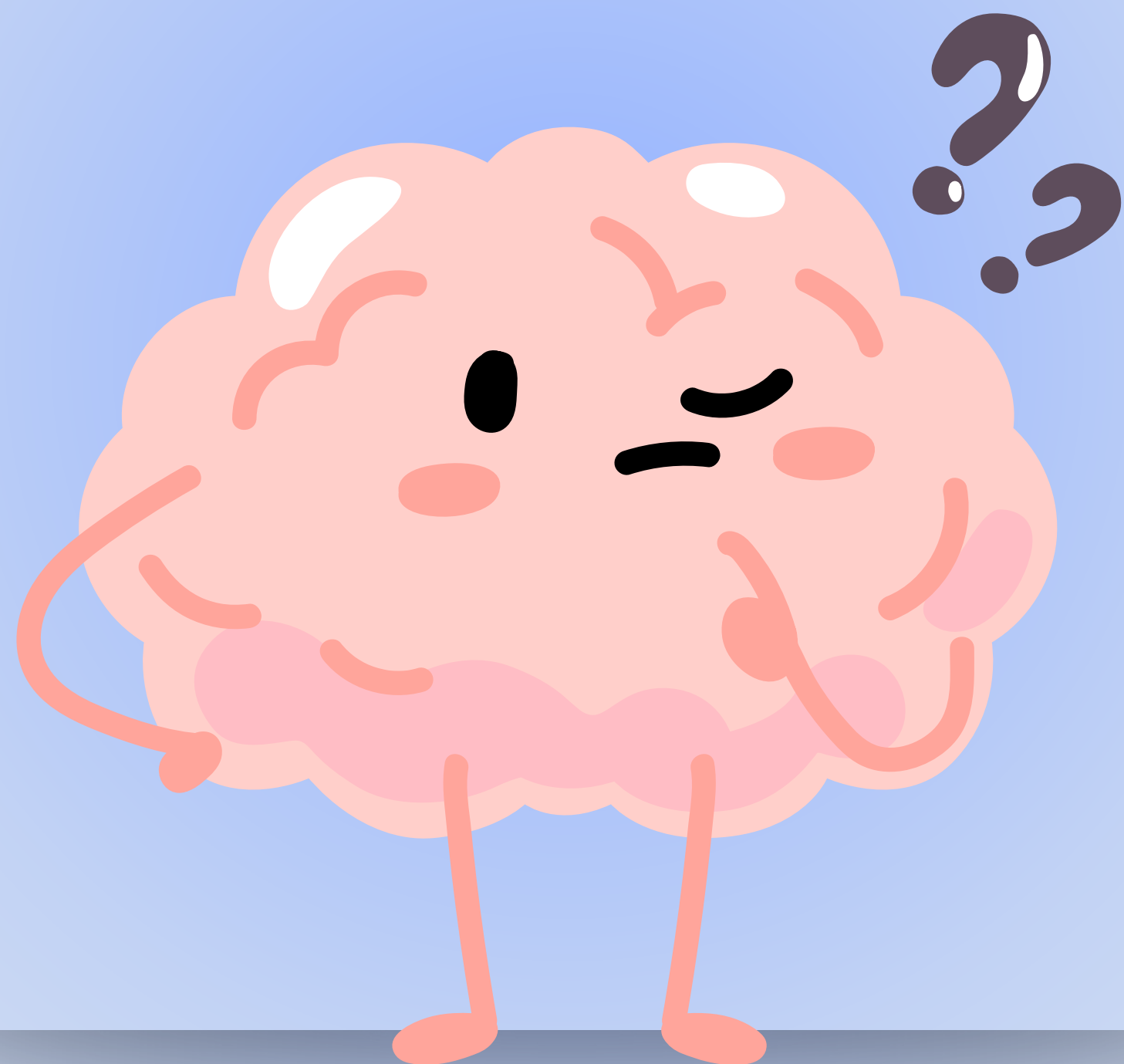
GOAL: Falling in love with winning

- Same weight for difficulty and execution
- Develop what excellence means
- Help develop how you manage the psychological aspect of competition

BUILDING DIFFICULTY - ALLSTAR				BUILDING EXECUTION - ALLSTAR				TUMBLING - ALLSTAR				OVERALL - ALLSTAR			
STUNT DIFFICULTY		% Participation (+4), Degree of difficulty, Minimal use of bases, Variety of skills / loads / transition / dismounts, Combo of skills / Pace		STUNT EXECUTION		Execution of skills, Bases: stability, control, stance/posture, catch quality, Tops: alignment, body control, flexibility, stability, Synchronization / timing, Speed & fluidity		JUMP DIFFICULTY		% of team participation, Degree of difficulty, Variety, Combinations, Number of connections, Order of skills, Speed of connections		JUMP EXECUTION		Precision of position, Height / Speed, Landings / Control, Synchronization / timing, Uniformity of technique / form	
No skills performed	0			No skills performed	0			No skills	0			No skills	0		
Low difficulty	0.4 - 8			Below average execution	0.4 - 8			Low	0.2 - 2			Low	0.2 - 2		
Average to above average	8.0 - 16			Average to above average	8.0 - 16			Average	2.0 - 4			Average	2.0 - 4		
Excellent difficulty	16.0 - 20			Excellent execution	16.0 - 20			High	4.0 - 5	/5		High	4.0 - 5	/5	
								EXCLUDED IN NON-TUMBLING DIVISION							
PYRAMID DIFFICULTY		% Participation (+4), Degree of difficulty, Use of structures, Minimal use of bases, Variety of skills / loads / transition / dismounts, Combo of skills / Pace		PYRAMID EXECUTION		Execution of skills, Bases: stability, control, stance/posture, catch quality, Tops: alignment, body control, flexibility, stability, Synchronization / timing, Quality of connections, Speed & fluidity		STANDING TUMBLING DIFFICULTY		% of team participation, Degree of difficulty / complexity, Usage of synchronized passes, Variety, Combinations		RUNNING TUMBLING DIFFICULTY		% of team participation, Degree of difficulty / complexity, Usage of synchronized passes, Variety, Combinations	
No skills performed	0			No skills performed	0			No skills performed	0			No skills performed	0		
Low difficulty	0.4 - 8			Below average execution	0.4 - 8			Low difficulty	0.2 - 2			Low difficulty	0.2 - 2		
Average to above average	8.0 - 16			Average to above average	8.0 - 16			Average to above average	2.0 - 4			Average to above average	2.0 - 4		
Excellent difficulty	16.0 - 20			Excellent execution	16.0 - 20			Excellent difficulty	4.0 - 5	/5		Excellent difficulty	4.0 - 5	/5	
								EXCLUDED IN NON-TUMBLING DIVISION							
TOSS DIFFICULTY		% Participation (+5), Degree of difficulty, Variety, Additional skills / tosses, Combo of skills / Pace, Height, Pace of entry (for L2)		TOSS EXECUTION		Execution of skills, Bases: stability, control, stance/posture, catch quality, Tops: alignment, body control, flexibility, stability, skills at the top of toss, Uniformity: technique, angles, amplitude, Synchronization / Timing		TUMBLING EXECUTION		Execution of skills, Positioning / body control, Height, Landings, Speed, Synchronization / timing, Uniformity of technique		OVERALL IMPRESSION + SHOWMANSHIP		Energy and genuine enthusiasm, Entertainment value, Confidence and Crowd Interaction, Consistent level of team-wide showmanship, Impact and perfection of the routine, Positive and memorable experience from start to finish, Athletic Impression	
No skills performed	0			No skills performed	0			No skills performed	0			Low difficulty	0.2 - 2		
Low difficulty	0.2 - 2			Below average execution	0.2 - 2			Below average execution	0.2 - 2						
Average to above average	2.0 - 4			Average to above average	2.0 - 4			Average to above average	2.0 - 4						
Excellent difficulty	4.0 - 5			Excellent execution	4.0 - 5			Excellent execution	4.0 - 5	/5		Excellent	4.0 - 5	/10	
								EXCLUDED IN L1 AND US L2							
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Allstar Strategies

- The importance of team placement
- % of team participation
- Comparative philosophy
- The power of upgrades
- Using your team strengths



COMPARATIVE SCORING PHILOSOPHY

Goal: For better teams to score higher.

Compare teams to one another in the same division and against the level/division standard.



Script

All skills



Compare

To teams in the division, the level standard and the Jumping Off Point



Rank

Teams against one another with appropriate space in between them



Score

Add scores to your rankings

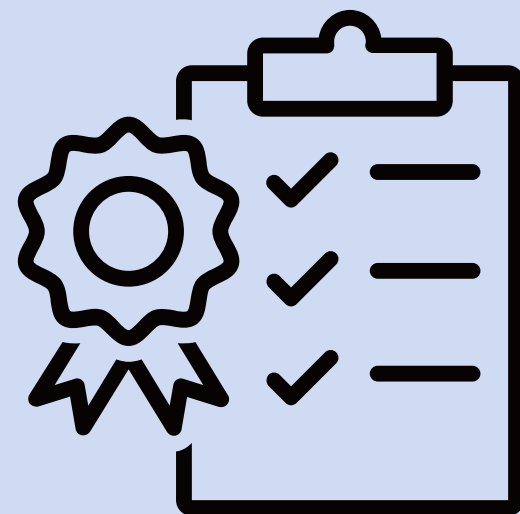
UNDERSTANDING THE LINGO

Level Standard

Reasonable expectation of a level

Could progress during the season

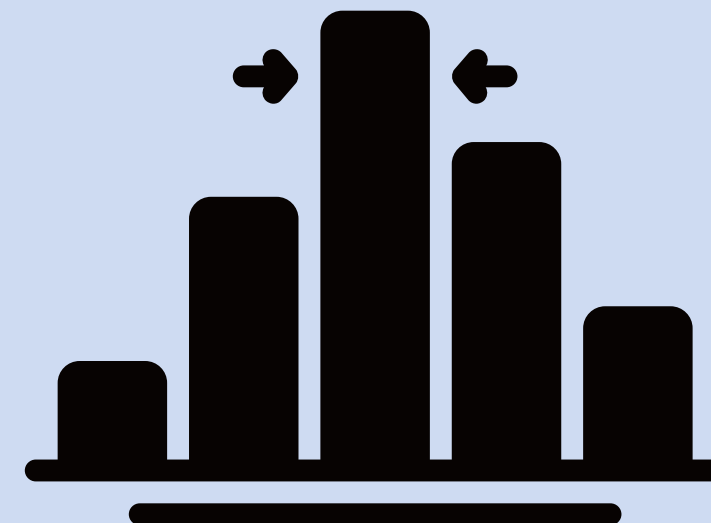
Goal: Understanding what skills are of level



Industry Average

Common performance seen in competition

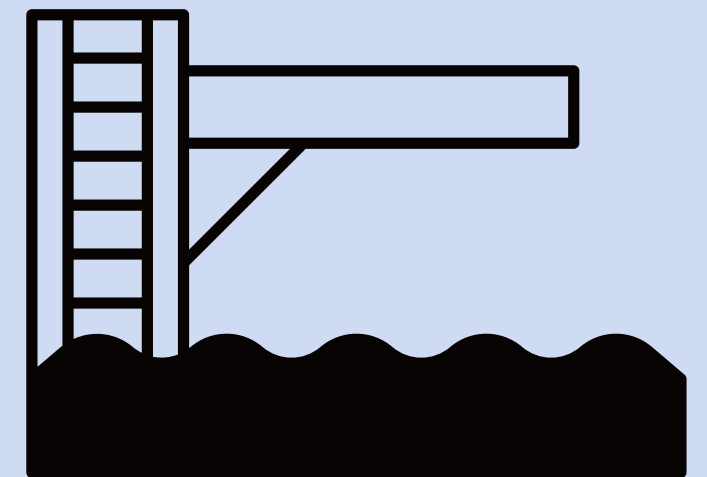
Goal: Consistency across the country



Jumping Off Point

NON-FIXED starting range of scores that can be adjusted up or down based on judging considerations, division norms and competition needs.

Goal: Assist new judges in their development





ALLSTAR / PREP / CHEERABILITIES BUILDING DIFFICULTY REFERENCE SHEET

- **JUMPING OFF POINT:** A non-fixed starting range that can be adjusted up or down based on judging considerations, division norms and competition needs
- **INDUSTRY AVERAGE:** The common performance standard seen in competition
- **MEDIAN SCORE:** The midpoint of the average-to-above-average scoring range where half the possible scores fall below and half above.
- **CONSIDERATIONS** are listed in order of importance and are worked through from top to bottom.
- Note on **DISMOUNTS** - Dismounts are difficult skills and should be rewarded in difficulty. Reminder the definition of a dismount is “dismount involves a release to a cradle or the performing surface where the top person lands on their feet”.

STUNT PARTICIPATION GUIDE				
ATH #	MAJ	MOST	MAX	
5 to 7	1	1	1	
8 to 11	2	2	2	
12 to 15	2	2	3	
16 to 19	3	3	4	
20 to 23	3	4	5	
24 to 27	4	5	6	
28 to 31	4	5	7	
32 to 35	5	6	8	
36 to 38	5	7	9	

TOSSES PARTICIPATION GUIDE				
ATH #	MAJ	MOST	MAX	
5 to 9	1	1	1	
10 to 14	2	2	2	
15 to 19	2	2	3	
20 to 24	3	3	4	
25 to 29	3	4	5	
30 to 34	4	5	6	
35 to 38	4	6	7	

STUNT DIFFICULTY	ALLSTAR	PREP	Cheer Abilities	CONSIDERATIONS	20pts	10pts	JUMPING OFF POINT*
No skills performed	0	0	0	• % Participation (+4) • Degree of difficulty • Use of bases • Variety of skills / loads / transition/ dismounts • Combo of skills / Pace	0	0	No skills performed
Low difficulty	0.4 - 8	0.2 - 4	0.2 - 4		8	4	Most of the team does an element at level
Average to above average	8.0 - 16	4.0 - 8	4.0 - 8		12	6	4 different level skills by majority non cumulative
Excellent difficulty	16.0 - 20	8.0 - 10	8.0 - 10				

PYRAMID DIFFICULTY	ALLSTAR	PREP	Cheer Abilities	CONSIDERATIONS	20pts	10pts	JUMPING OFF POINT*
No skills performed	0	0	0	• % Participation (+4) • Degree of difficulty • Use of structures • Minimal of bases • Variety of skills / loads / transition/ dismounts • Combo of skills / Pace	0	0	no skills performed
Low difficulty	0.4 - 8	0.2 - 4	0.2 - 4		8	4	at least one skill at level + 2 structures
Average to above average	8.0 - 16	4.0 - 8	4.0 - 8				
Excellent difficulty	16.0 - 20	8.0 - 10	8.0 - 10				

TOSS DIFFICULTY	ALLSTAR	PREP	Cheer Abilities	CONSIDERATIONS	JUMPING OFF POINT*		
No skills performed	0	-	-	• % Participation (+5) • Degree of difficulty • Variety • Additional skills / tosses • Combo of skills / Pace • Height • Pace of entry (for L2)	3.0 - skill at level by majority 3.5 - skill at level by most 4.0 - skill at level by max or level skill by most + other tosses 4.0 - 4.5 - 2x skill at level by most 4.5 - 2x skill at level by max or skill at level by max + other tosses		
Low difficulty	0.2 - 2						
Average to above average	2.0 - 4						
Excellent difficulty	4.0 - 5						

20 pts	10 pts	5 pts
(0.4)	(0.2)	(0.1)
20.0	10.0	5.0
19.6	9.8	4.9
19.2	9.6	4.8
18.8	9.4	4.7
18.4	9.2	4.6
18.0	9.0	4.5
17.6	8.8	4.4
17.2	8.6	4.3
16.8	8.4	4.2
16.4	8.2	4.1
16.0	8.0	4.0
15.6	7.8	3.9
15.2	7.6	3.8
14.8	7.4	3.7
14.4	7.2	3.6
14.0	7.0	3.5
13.6	6.8	3.4
13.2	6.6	3.3
12.8	6.4	3.2
12.4	6.2	3.1
12.0	6.0	3.0
11.6	5.8	2.9
11.2	5.6	2.8
10.8	5.4	2.7
10.4	5.2	2.6
10.0	5.0	2.5
9.6	4.8	2.4
9.2	4.6	2.3
8.8	4.4	2.2
8.4	4.2	2.1
8.0	4.0	2.0
7.6	3.8	1.9
7.2	3.6	1.8
6.8	3.4	1.7
6.4	3.2	1.6
6.0	3.0	1.5
...	...	...
0.4	0.2	0.1
0.0	0.0	0.0

NEW THIS YEAR

JUMPING OFF POINTS

NON-FIXED starting range of scores that can be adjusted up or down based on judging considerations, division norms and competition needs.

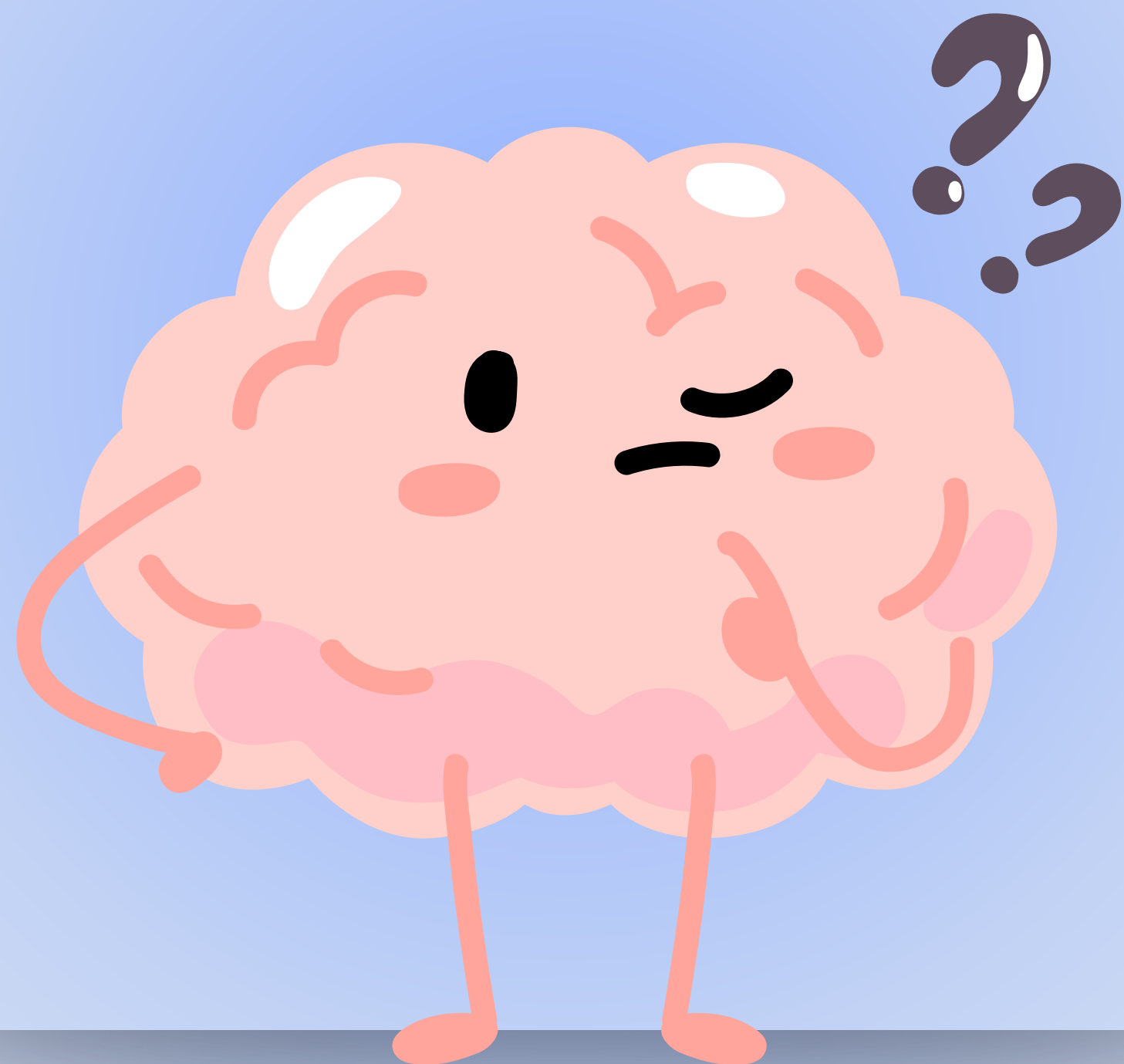
20pts	10pts	JUMPING OFF POINT*
0	0	No skills performed
8	4	Most of the team does an element at level
12	6	4 different level skills by majority non cumulative

WHAT IT IS NOT

A rubric

Something coaches can argue about at accuscore

Definitive





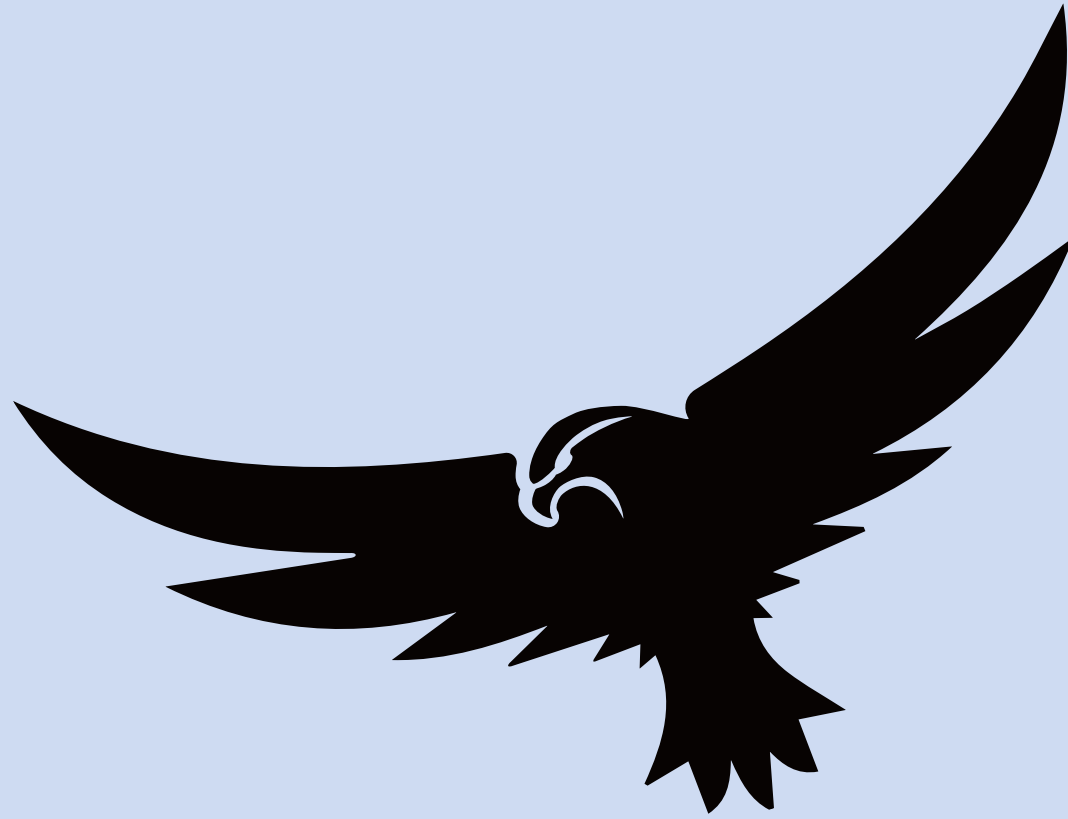
EAGLE VS MOUSE



EAGLE VS MOUSE

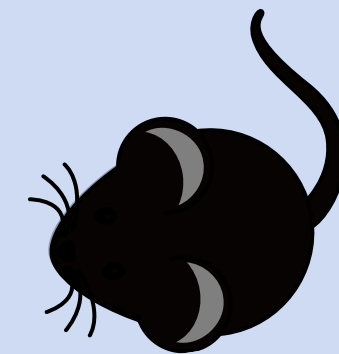


EAGLE VS MOUSE

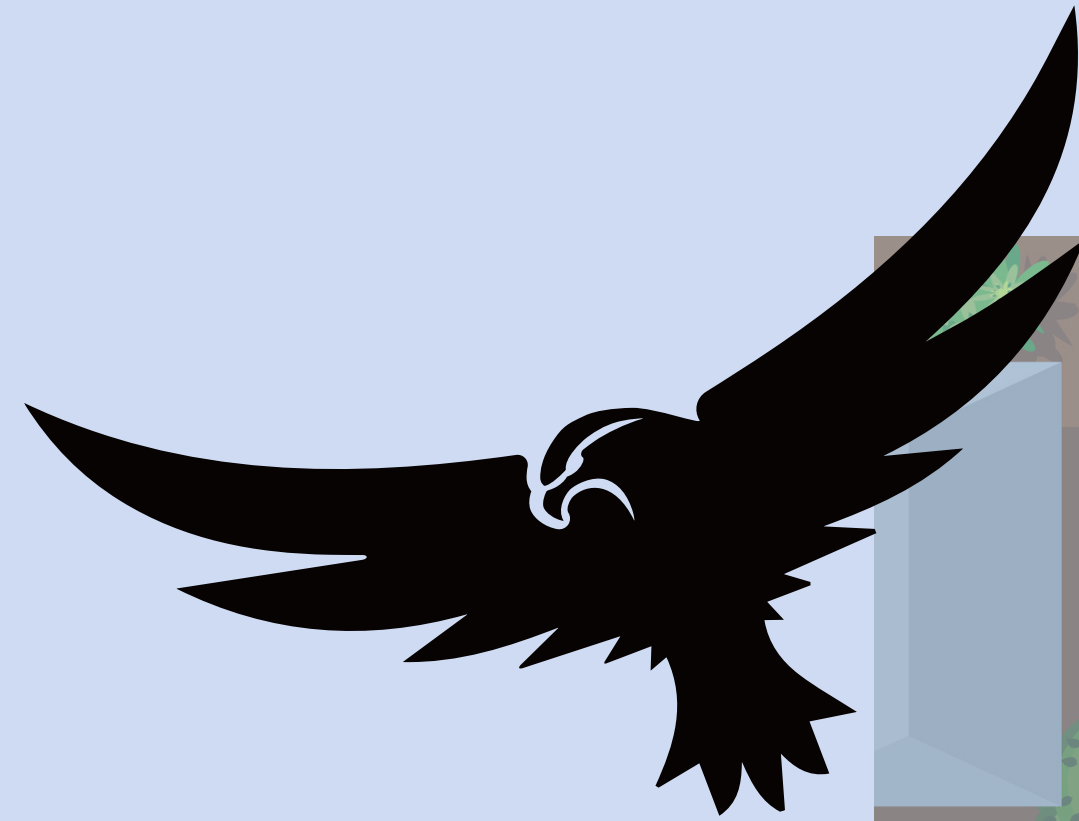


JUDGES

COACHES

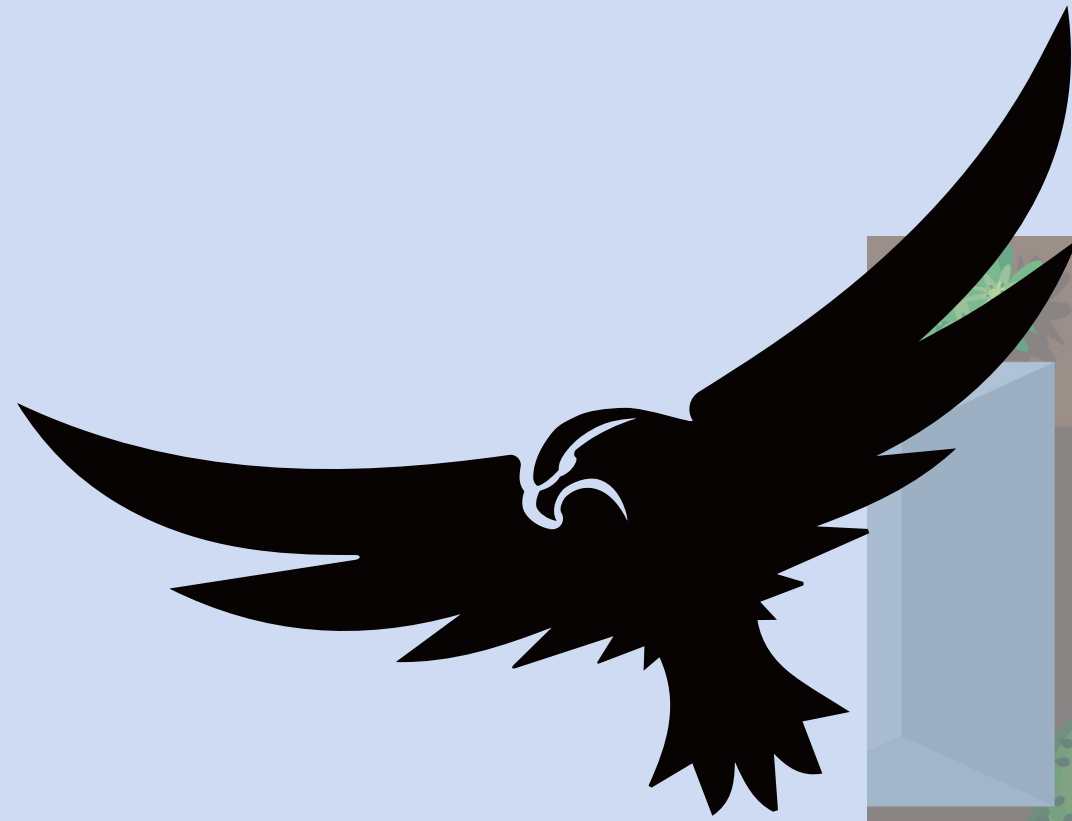


EAGLE VS MOUSE

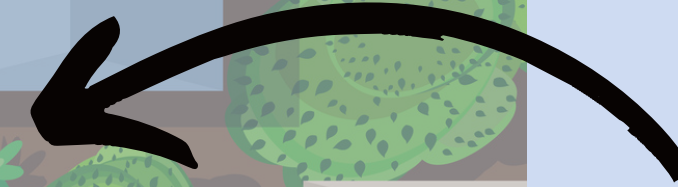


- **TRAFFIC STOPPED**
- **NUMBER OF CARS**
- **MOVING SLOWLY**
- **LOTS OF NOISE**
- **2 OR MORE OCCURRENCES**
- **IN THE SAME SPOT**

EAGLE VS MOUSE



- **TRAFFIC STOPPED**
- **NUMBER OF CARS**
- **MOVING SLOWLY**
- **LOTS OF NOISE**
- **2 OR MORE OCCURRENCES**
- **IN THE SAME SPOT**



CUES

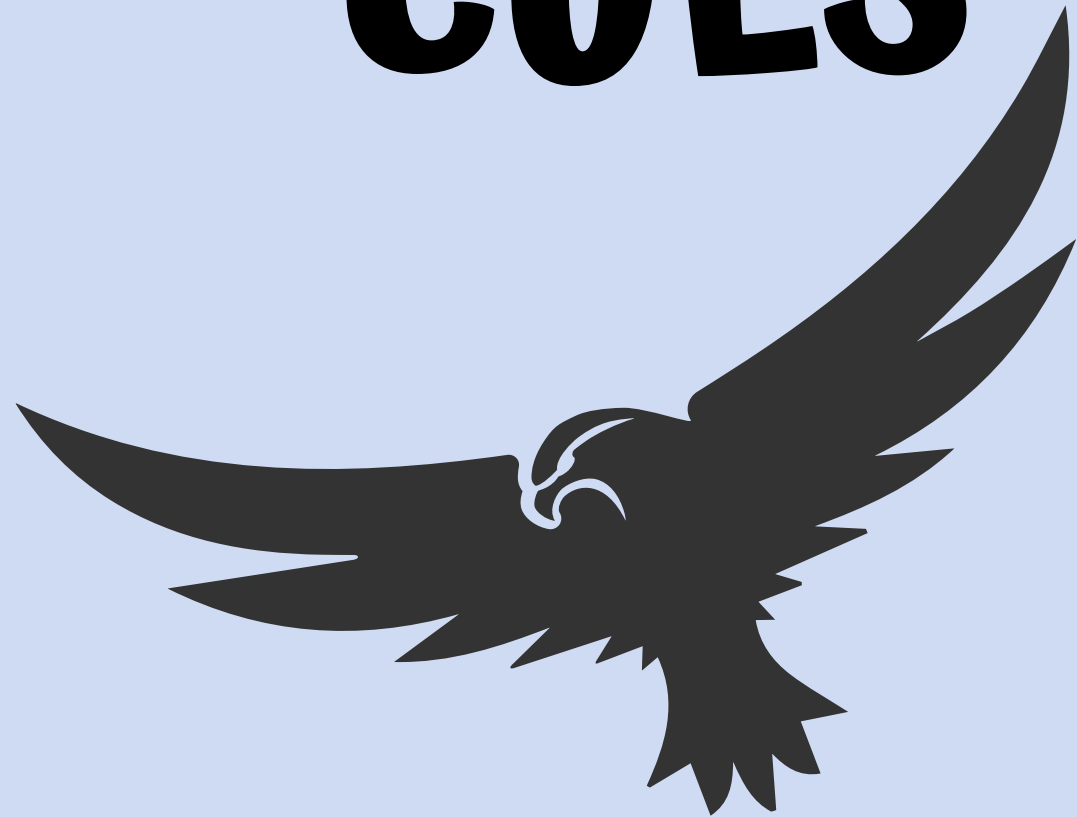
GOING BACK TO CHEERLEADING...

CUES



GOING BACK TO CHEERLEADING...

CUES



CONSIDERATIONS



ALLSTAR / PREP / CHEERABILITIES BUILDING DIFFICULTY REFERENCE SHEET



- **JUMPING OFF POINT:** A non-fixed starting range that can be adjusted up or down based on judging considerations, division norms and competition needs
- **INDUSTRY AVERAGE:** The common performance standard seen in competition
- **MEDIAN SCORE:** The midpoint of the average-to-above-average scoring range where half the possible scores fall below and half above.
- **CONSIDERATIONS** are listed in order of importance and are worked through from top to bottom.
- Note on **DISMOUNTS** - Dismounts are difficult skills and should be rewarded in difficulty. Reminder the definition of a dismount is “dismount involves a release to a cradle or the performing surface where the top person lands on their feet”.

STUNT PARTICIPATION GUIDE				
ATH #	MAJ	MOST	MAX	
5 to 7	1	1	1	
8 to 11	2	2	2	
12 to 15	2	2	3	
16 to 19	3	3	4	
20 to 23	3	4	5	
24 to 27	4	5	6	
28 to 31	4	5	7	
32 to 35	5	6	8	
36 to 38	5	7	9	

TOSSES PARTICIPATION GUIDE				
ATH #	MAJ	MOST	MAX	
5 to 9	1	1	1	
10 to 14	2	2	2	
15 to 19	2	2	3	
20 to 24	3	3	4	
25 to 29	3	4	5	
30 to 34	4	5	6	
35 to 38	4	6	7	

STUNT DIFFICULTY	ALLSTAR	PREP	Cheer Abilities	CONSIDERATIONS	20pts	10pts	JUMPING OFF POINT*
No skills performed	0	0	0	• % Participation (÷4) • Degree of difficulty • Use of bases • Variety of skills / loads / transition/ dismounts • Combo of skills / Pace	0	0	No skills performed
Low difficulty	0.4 - 8	0.2 - 4	0.2 - 4		8	4	Most of the team does an element at level
Average to above average	8.0 - 16	4.0 - 8	4.0 - 8		12	6	4 different level skills by majority non cumulative
Excellent difficulty	16.0 - 20	8.0 - 10	8.0 - 10				

PYRAMID DIFFICULTY	ALLSTAR	PREP	Cheer Abilities	CONSIDERATIONS	20pts	10pts	JUMPING OFF POINT*
No skills performed	0	0	0	• % Participation (÷4) • Degree of difficulty • Use of structures • Minimal of bases • Variety of skills / loads / transition/ dismounts • Combo of skills / Pace	0	0	no skills performed
Low difficulty	0.4 - 8	0.2 - 4	0.2 - 4		8	4	at least one skill at level + 2 structures
Average to above average	8.0 - 16	4.0 - 8	4.0 - 8				
Excellent difficulty	16.0 - 20	8.0 - 10	8.0 - 10				

TOSS DIFFICULTY	ALLSTAR	PREP	Cheer Abilities	CONSIDERATIONS	JUMPING OFF POINT*		
No skills performed	0	-	-	• % Participation (÷5) • Degree of difficulty • Variety • Additional skills / tosses • Combo of skills / Pace • Height • Pace of entry (for L2)	3.0 - skill at level by majority 3.5 - skill at level by most 4.0 - skill at level by max or level skill by most + other tosses 4.0 - 4.5 - 2x skill at level by most 4.5 - 2x skill at level by max or skill at level by max + other tosses		
Low difficulty	0.2 - 2						
Average to above average	2.0 - 4						
Excellent difficulty	4.0 - 5						

20 pts	10 pts	5 pts
(0.4)	(0.2)	(0.1)
20.0	10.0	5.0
19.6	9.8	4.9
19.2	9.6	4.8
18.8	9.4	4.7
18.4	9.2	4.6
18.0	9.0	4.5
17.6	8.8	4.4
17.2	8.6	4.3
16.8	8.4	4.2
16.4	8.2	4.1
16.0	8.0	4.0
15.6	7.8	3.9
15.2	7.6	3.8
14.8	7.4	3.7
14.4	7.2	3.6
14.0	7.0	3.5
13.6	6.8	3.4
13.2	6.6	3.3
12.8	6.4	3.2
12.4	6.2	3.1
12.0	6.0	3.0
11.6	5.8	2.9
11.2	5.6	2.8
10.8	5.4	2.7
10.4	5.2	2.6
10.0	5.0	2.5
9.6	4.8	2.4
9.2	4.6	2.3
8.8	4.4	2.2
8.4	4.2	2.1
8.0	4.0	2.0
7.6	3.8	1.9
7.2	3.6	1.8
6.8	3.4	1.7
6.4	3.2	1.6
6.0	3.0	1.5
...	...	...
0.4	0.2	0.1
0.0	0.0	0.0

NOT NEW THIS YEAR

CONSIDERATIONS

CONSIDERATIONS are listed in order of importance and are worked through from top to bottom.

CONSIDERATIONS

- % Participation (÷4)
- Degree of difficulty
- Use of bases
- Variety of skills / loads / transition/ dismounts
- Combo of skills / Pace

COMPARATIVE SCORING PHILOSOPHY

Goal: For better teams to score higher.

Compare teams to one another in the same division and against the level/division standard.



Script

All skills



Compare

To teams in the division, the level standard and the Jumping Off Point



Rank

Teams against one another with appropriate space in between them



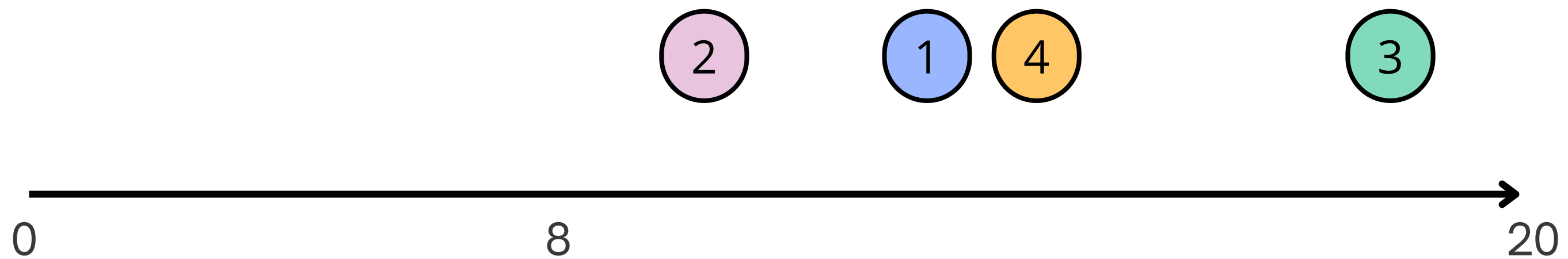
Score

Add scores to your rankings

COMPARE

- Teams are ranked comparatively against other teams in the same division and against level standards.
- Judges have Jumping Off Points to help support accurate scoring of the first few teams
- What the “comparative scoring system” is not?
 - It is not a code of points.
 - It is not designed to give a certain skill a certain “worth”

HOW DOES RANKING WORK?



STUNT DIFFICULTY	
20.0	
19.6	3
19.2	
18.8	
18.4	
18.0	
17.6	
17.2	
16.8	
16.4	
16.0	4
15.6	
15.2	
14.8	
14.4	1
14.0	
13.6	
13.2	
12.8	
12.4	
12.0	
11.6	2
11.2	
10.8	
10.4	
10.0	
9.6	
9.2	
8.8	
8.4	
8.0	
7.6	
7.2	

TRACKING SHEET

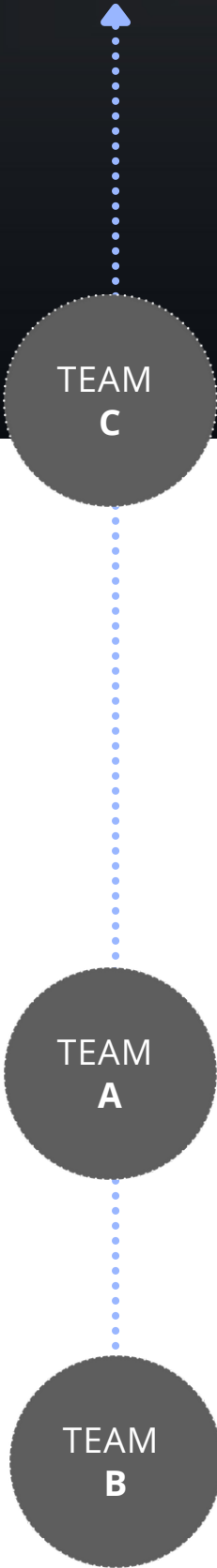
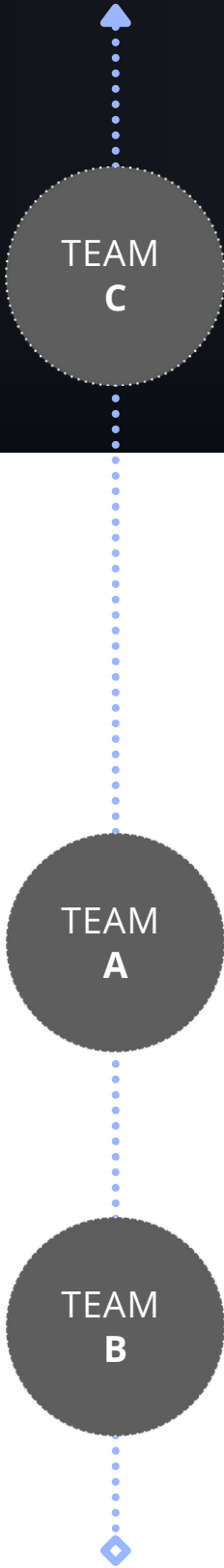
STUNT DIFFICULTY	
20.0	
19.6	
19.2	
18.8	
18.4	
18.0	3
17.6	
17.2	
16.8	
16.4	
16.0	
15.6	
15.2	
14.8	
14.4	4
14.0	
13.6	
13.2	
12.8	1
12.4	
12.0	
11.6	
11.2	
10.8	
10.4	
10.0	2
9.6	
9.2	
8.8	
8.4	
8.0	
7.6	
7.2	

TRACKING SHEET

**CAN I
COMPARE MY
SCORES?**

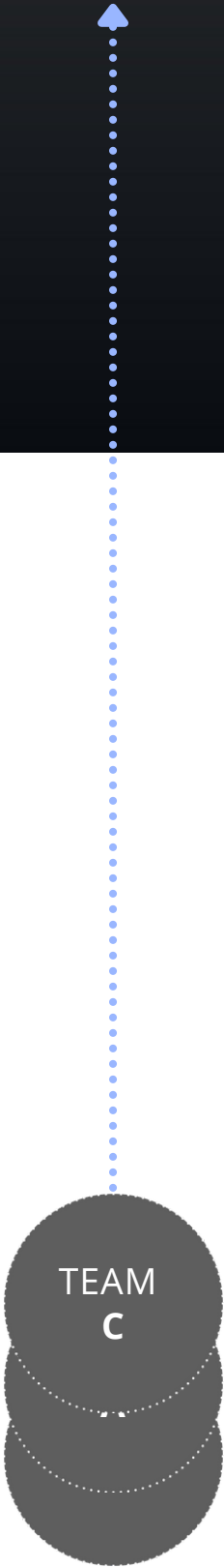
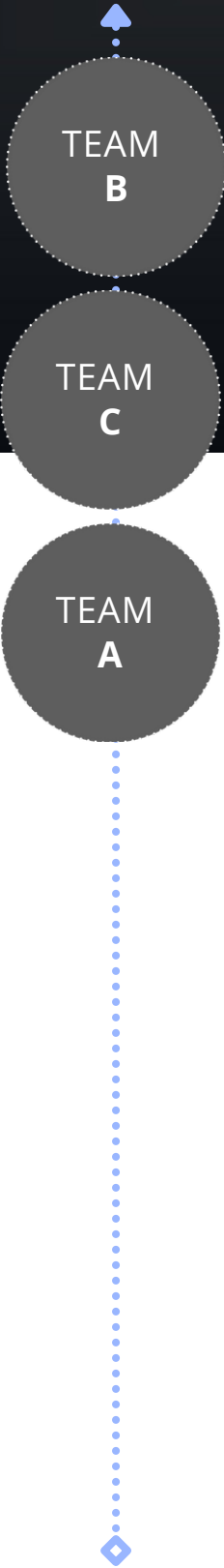
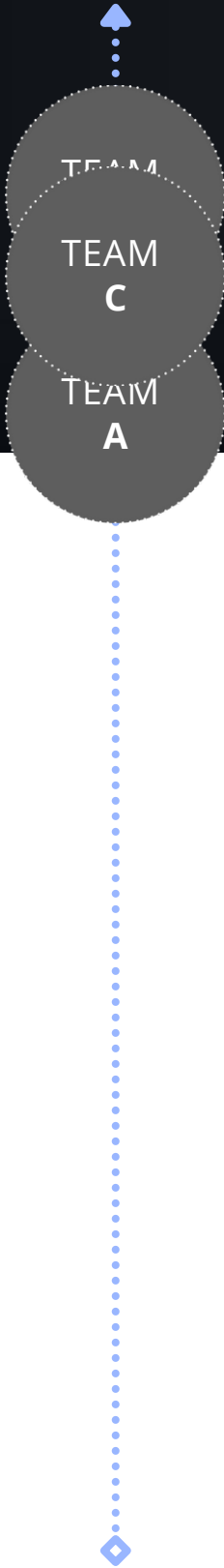
NUMERICAL SCORES

The impact of the first team on numerical scores



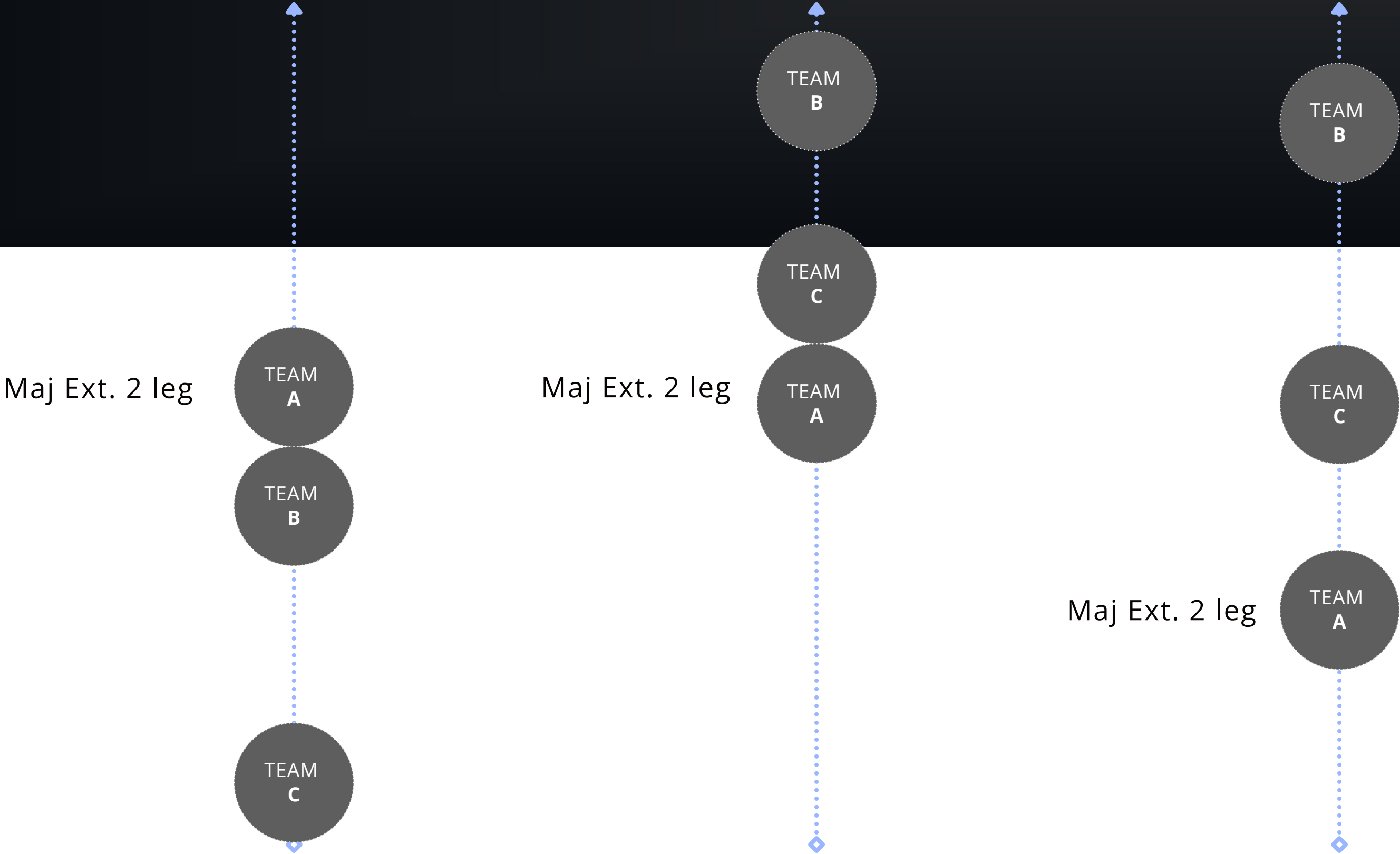
NUMERICAL SCORES

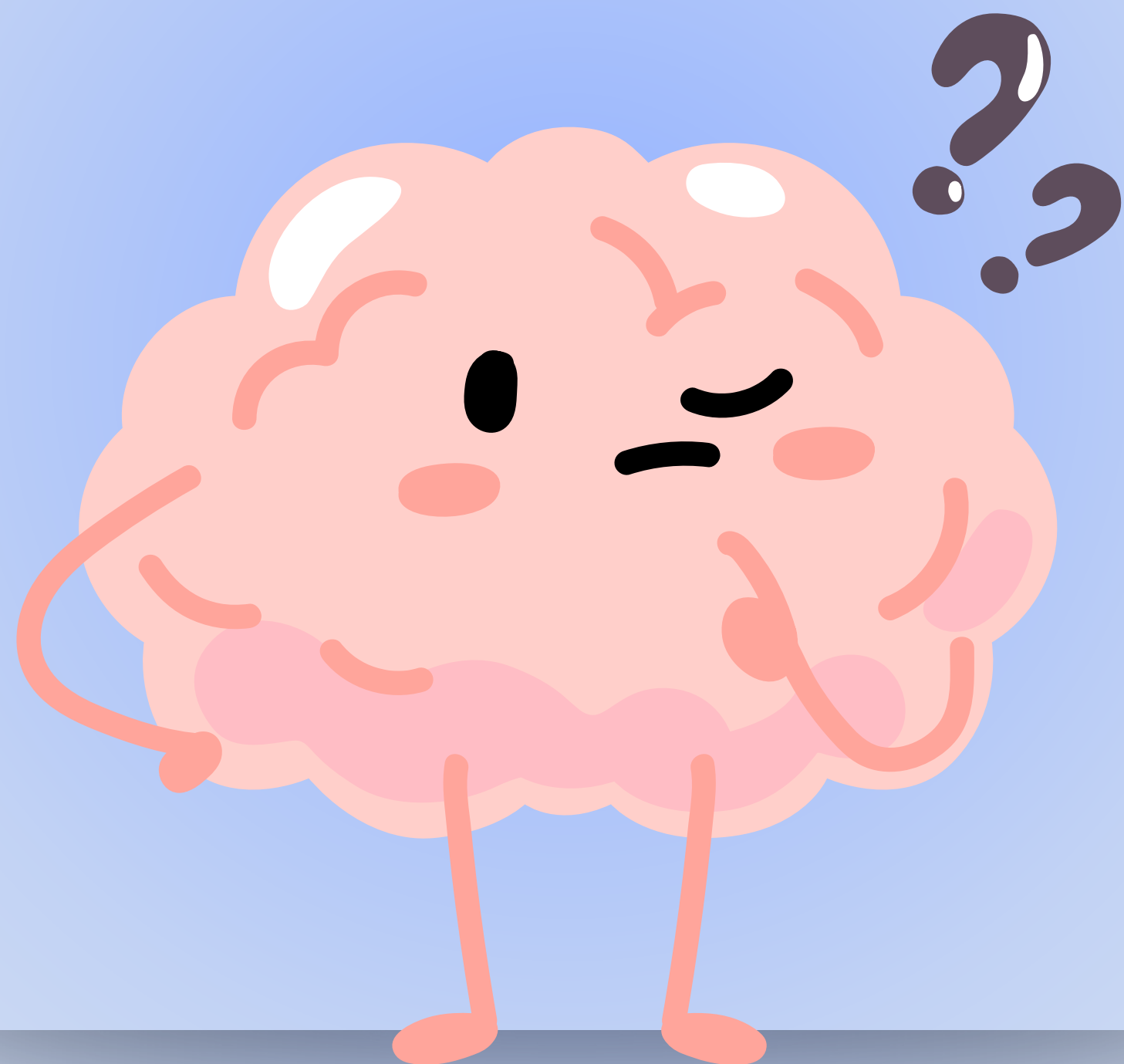
The impact of a strong or weak field of play



NUMERICAL SCORES

The impact of timing in the season





THANK
you