



2019-2020 SCHOOL INTERMEDIATE CHEER JUDGING RANGES

(Skills must be performed by a majority of the athletes on the floor)

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY	TECHNIQUE
2 - 3	2 - 3	2 - 3	3.5 - 4
Extension preps or One Leg Variations Below Prep Level	Pyramids involving Extended Two Leg Stunts &/or One Leg Stunts at Prep Level	Cartwheels or Round-offs or Forward/Backward Rolls	Less than 50% of the athletes use excellent precision and form
3 - 4	3 - 4	3 - 4	4 - 4.5
Extensions or One Leg Variations at Prep Level	Pyramids involving Extended One Leg Stunts	Round-off BHS or Standing BHS	50% of the athletes use excellent precision and form
4 - 5	4 - 5	4 - 5	4.5 - 5
Extended One Leg Stunts Required Dismount: Single Twist from Two Leg Stunts	Pyramids involving multiple transitional elements, one of which is a release and multiple extended structures including extended one leg stunts.	Round-off BHS Back Tucks or Round-off Back Tucks or Standing BHS Series or Jump/BHS Combinations	75% of athletes use excellent precision and form

TIMING (9.0-10.0)

Synchronization & uniformity

ROUTINE COMPOSITION (9.0-10.0)

Movements, Patterns & Spacing

OVERALL APPEAL (9.0-10.0)

Overall Execution of Routine & Routine Appropriateness

MOTION/DANCE (9.0-10.0)

Team's ability to incorporate level changes, transitions, foot & floorwork, visual movements with high levels of execution & motion technique will all be considered

PERFORMANCE/SHOWMANSHIP (9.0-10.0)

Enthusiasm & energy shown throughout the routine

SCHOOL REPRESENTATION (9.0-10.0)

Sportsmanship, image & performance integrity

TOSSES

Tossed are not required but may be executed & scored under the pyramid section

JUMP DIFFICULTY (4.0-5.0)

4.0 – Single Jump

4.2 – Double Jump combination of formations

4.4 – Triple Jump combinations with no variety of jumps

4.6 – Triple Jump combination with variety of jumps

4.8 – Quad Jump combinations or Triple Jump combination with single jump, no variety

5.0 – Quad Jump combination or Triple Jump combination with single jump, including variety

Jump Combination = Jumps connected with continuous movement, using either a whip or prep approach BHS = Back Handspring NOTE: Elementary & Junior High/Middle School Teams must follow the additional USA Cheer/AACCA Restrictions located in the NCA Rule Book. Advanced Jumps = Toe Touch, Right/Left Hurdlers (front or side), Pike