



2019-2020 SCHOOL ADVANCED 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 Extensions or One Leg Variations at Prep Level	Pyramids involving Extended Two Leg Stunts &/or One Leg Stunts at Prep Level Pyramids involving Extended One Leg Stunts	Cartwheels or Round-offs or Forward/Backward Rolls Round-off BHS or Standing BHS	Less than 50% of the athletes use excellent precision and form
3 - 4	3 - 4	3 - 4	4 - 4.5
Extended One Leg Stunts Required Dismount: Single Twist from Two Leg Stunts	Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences, at least one of which is a release pyramid transition & multiple extended structures.	Round-off BHS Back Tucks or Round-off Back Tucks or Standing BHS Series or Jump/BHS Combinations	50% of the athletes use excellent precision and form
4 - 5	4 - 5	4 - 5	4.5 - 5
ELITE SKILLS* Single Twist from One Leg Stunts or Extended Stunt Sequence performed by a Single Base, Unassisted	Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences, at least one of which is a braced flip transition/arm braced tick tock & multiple extended structures.	Layouts or Standing Backs or Standing BHS Back Tucks	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

STUNTS

Elite Stunt Skills Include, but are not limited to:

- Full Up Extended Position
- Release moved that land in an Extended Position
- Toss Extended Stunts
- Tick Tock Variations
- Other unique mounts & transitions of similar difficulty level.