





cheer ltd

ALL STAR SCORING GRID

Cheer Ltd's Scoring Grids have been published to give our coaches and choreographers a basis by which the "Difficulty" categories will be evaluated and scored. Scoring grids are also used by the judging panels at each Cheer Ltd competition as a guide when determining the "Difficulty" scores. The major skill areas (Stunting, Tumbling, Pyramids, and Jumps) are outlined below. A majority (half +1) of the competitors must perform the skill(s) in order to score within the assigned range. This will be the "base" and scoring will continue from there - 100% performs, .5 will be added; Less than majority performs, .5 will be deducted from that skill's "Difficulty" category score. The highest skill that the majority of the competitors perform sets the "base" score for that difficulty category.

(Clarifications may be made throughout the year, so please refer to www.cheerltd.com periodically for the most up-to-date release.)

SKILL AREA	60 - 70% of pts	70 - 80% of pts	80 - 90% of pts	90 - 100% of pts
 TUMBLING	Standing Forward Rolls	Handstands Backward Rolls	Backward Ext. Rolls	Walkovers
	Running Cartwheels	Round Offs	Round Off + Jump	Front Walkover RO
 STUNTING	Basic Dbl &/or Sgl Leg @ Ground Level	Basic Dbl Leg Below Prep Level; 2+ Body Positions Combos - Dbl Leg w/ Basic Transitions	Dbl Leg Below Prep Level 3+ Body Positions Combos - Multiple Dbl & Sgl Leg w/ 1/4 Turn Transitions	Sgl Leg Below Prep Level 3+ Body Positions Combos - Multiple Sgl Leg w/ 1/4 Turn / Adv Transitions Ground Inversions
 PYRAMIDS		Dbl Leg Below Prep Level Sgl Leg Below Prep Level w/ Basic Transitions	Dbl Leg @ Prep Level Sgl Leg Below Prep Level Adv Trans	Double Leg @ Ext Level Adv Single Leg @ Prep Level w/ one bracer Adv Trans
 JUMPS	Two or More Basic Non-Consecutive	One or More Interm Non-Consecutive Two or More Basic Consecutive	One or More Adv Non-Consecutive Two Interm Consecutive	Two or More Interm - Adv Consecutive

- WAYS TO IMPROVE YOUR SCORE WITHIN A RANGE**
- ♦ Add difficulty and variety to stunt/pyramid dismounts; max dismount allowed in level.
 - ♦ Combination(s) of skills in a range as well as lower level skills / Increased variety.
 - ♦ 100% of the competitors/flyers completing a skill.
 - ♦ Reduce the number of bases (i.e. no front bases).
 - ♦ Building the maximum number of stunts with number of competitors.
 - ♦ Varied landings in tumbling skills and jumps.
 - ♦ Combining adv skills & adding variety and difficulty within level guidelines.
 - ♦ Varied Body Positions in Stunts/Pyramids.

- KEY**
- Adv** = The maximum allowed in the level for that skill (according to USASF cheer rules)
 - BH** = Back Handspring
 - Consecutive** = Connected with no prep (jumps)
 - Dbl** = Double or Two (in relation to a flyer's legs)
 - Interm** = Intermediate Level (as compared to Basic & Adv)
 - Prep Level** = Shoulder Level (as defined in USASF rules)
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 Standing TUMBLING Running	Handstands	Backward Ext. Rolls Walkovers	Back Handspring	Back Walkover BH
	Round Off + Jump	RO Back Handspring Dive Rolls	RO BH Series Front Handsprings	Basic Skill + RO Back Handspring Series
 STUNTING	Basic Dbl Leg Below Prep Level Combos - Dbl Leg w/ Basic Transitions	Dbl Leg Below Prep Level 2+ Body Positions Combos - Multiple Dbl & Sgl Leg Interm Mount/Transitions	Sgl Leg Below Prep Level 3+ Body Positions Combos - Multiple Sgl Leg w/ Interm Mount/Trans Interm Ground Inv	Sgl Leg @ Prep Level 3+ Body Positions Combos - Multiple Sgl Leg w/ 1/2 Turn Mount/Trans Adv Ground Inv
	Dbl Leg Below Prep Level Sgl Leg Below Prep Level w/ Basic Transitions	Dbl Leg @ Prep Level Sgl Leg Below Prep Level Interm Transitions	Double Leg @ Ext Level Adv Single Leg @ Prep Level w/ one bracer Adv Trans	Double Leg @ Ext Level Adv Single Leg @ Ext Level w/ one bracer Adv Trans
 JUMPS	Two or More Basic Non-Consecutive	Two or More Interm Non-Consecutive Two or More Basic Consecutive	Two or More Adv Non-Consecutive Two or More Interm Consecutive	Two or More Adv Non-Consecutive Two or More Adv Consecutive

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 TUMBLING	Standing Backward Ext. Rolls Walkovers	Back Handspring	Back Walkover BH Jump + Back Handspring	Series Back Handspring Jump + BH Series
	Running RO Back Handspring Front Handsprings	RO Tuck Basic Skill + RO BH Cartwheel BH	RO BH Tuck RO Back Handspring Series	RO BH Series Tuck Front Tuck
 STUNTING	Dbl Leg @ Ext Level Sgl Leg @ Prep Level Basic 1/2 Twist Trans to Dbl Leg @ Prep Level Inv @ Ground Level	Basic Sgl Leg @ Ext Level 2+ Body Pos. SB @ Prep Level Inv Below Prep Level 1/2 Twist to Below Prep Level	Adv Sgl Leg @ Ext Level w/ Basic Entry; 2+ Body Pos. Basic SB @ Ext Level Inv @ Prep Level 1/2 Twist to Prep Level	Adv Sgl Leg @ Ext Level w/ Adv Entry; 3+ Body Pos. SB Sgl Leg Inv @ Prep Level 1/2 Twist Trans to/from Ext Level Sgl Twist to Prep Level
 PYRAMIDS	Multiple Dbl Leg Stunts @ Ext Level w/ Basic Trans Sgl Leg @ Prep Level	Multiple Stunts w/ Basic Sgl Leg @ Ext Level w/ Basic Trans 1/2 Twist to Prep Level Basic Releases	Multiple Stunts w/ Adv Sgl Leg @ Ext Level w/ Basic Trans Sgl Twist to Prep Level Inv Below Prep Level Dbl Braced Rel Below 2 High	Multiple Stunts w/ Adv Sgl Leg @ Ext. Level w/ Adv Trans 1/2 Twist Trans to/from Ext Level Inv @ Prep Level Dbl Braced Rel Above 2 High
 JUMPS	Two or More Interm Non-Consecutive Two or More Basic Consecutive	Two or More Interm Non-Consecutive Two or More Interm Consecutive	Two or More Adv Non-Consecutive Two or More Adv Consecutive	Three or More Adv Consecutive

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	Running RO Back Handspring Cartwheel BH Basic Skill + RO BH	RO Tuck Front Tuck	Basic Skill + BH Tuck RO Series BH Tuck	Adv Skill + Tuck RO Layout FH Front Tuck Adv Skill + RO BH Layout
 STUNTING	Dbl Leg @ Ext Level Sgl Leg @ Prep Level Basic SB @ Prep 1/2 Twist @ Ext Level Braced Inv @ Ground Level	Basic Sgl Leg @ Ext Level 2+ Body Positions Basic SB @ Ext Level Sgl Twist Below Prep Level	Adv Sgl Leg @ Ext Level w/ Basic Entry; 3+ Body Pos. Basic SB SL Rls Below Ext Braced Inv Below Prep Level Sgl Twist to Prep Level	Adv Sgl Leg @ Ext Level w/ Adv Entry; 3+ Body Pos. Adv SB Sgl Leg Releases @ Ext Level Sgl Twist to Ext Level
 PYRAMIDS	Stunts @ Prep Level Sgl Leg @ Ext Level Basic Transitions	Multiple Stunts w/ Basic Sgl Leg @ Ext Level w/ Basic Trans Ground Level Inversions Sgl Twist Below Prep Level	Multiple Stunts w/ Adv Sgl Leg @ Ext Level w/ Basic Trans Interm Non-Rls Inversions Sgl Twist to Prep Level Dbl Braced Releases	Multiple Stunts w/ Adv Sgl Leg @ Ext Level w/ Adv Trans Sgl Twist to Ext Level Sgl Braced Release Dbl Braced Inv Releases
 JUMPS	Two or More Interm Non-Consecutive Two or More Basic Consecutive	Two or More Interm Non-Consecutive Two or More Interm Consecutive	Two or More Adv Non-Consecutive Two or More Adv Consecutive	Three or More Adv Consecutive

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