

cheer ltd

SCHOLASTIC 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, and Pyramids) 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. (This applies to tumbling and stunting.) The highest skill that the majority of the competitors (tumblers or flyers) 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	50 - 60% of pts	60 - 70% of pts	70 - 80% of pts	80 - 90% of pts	90 - 100% of pts
TUMBLING	Back Handsprings	Series Back Handsprings	Back Handspring Tucks Jump + BH	Series BH Tucks Tucks Jump + BH Tucks	BH Layouts/Adv Skill Fulls Jump + Tucks/Adv Skill
	Front Handsprings RO Series BH	Cartwheel BH RO Tucks	Cartwheel Tucks Round Off BH Tucks	RO BH Layouts Punch Fronts	RO BH Full Twists Cartwheel Layouts/Fulls
STUNTING	Double Leg @ Prep Level	Double Leg @ Ext Level Single Leg @ Prep Level	Basic Single Leg @ Ext Level	Adv Single Leg @ Ext Level	Adv Sgl Leg @ Ext w/ Presses / Ground-up/ Adv Entries
	Combos - Dbl Leg @ Prep &/or Sgl Leg Below Prep Level	Combos - Dbl Leg &/or Basic Sgl Leg @ Prep Sgl Base @ Prep Level	Combos - Dbl Leg &/or Basic Sgl Leg @ Ext Sgl Base @ Ext Level	Combos - Adv Trans & Adv Sgl Leg @ Ext Level Adv Sgl Base @ Ext	Combos - Adv Trans & Adv Sgl Leg @ Ext Combos - Adv SB-SL
PYRAMIDS	Prep Level Stunts &/or Dbl Leg @ Ext Level w/ Basic Transitions	Multiple Prep Level Stunts & Sgl Leg @ Ext Level w/ Basic Transitions	Multiple Stunts to Basic Sgl Leg @ Ext Level w/ Varied Transitions Basic Releases	Multiple Stunts w/ Adv Sgl Leg Body Positions @ Ext Level & Varied Transitions Basic Releases	Multiple Stunts w/ Adv Sgl Leg Body Positions @ Ext Level & Adv Transitions Adv Releases

- WAYS TO IMPROVE YOUR SCORE WITHIN A RANGE**
- ◆ Add more advanced dismounts to your stunts / pyramids.
 - ◆ Combination(s) of skills in a range as well as lower level skills / Increased variety.
 - ◆ 100% of the team completing a tumbling skill or all flyers performing adv skills.
 - ◆ 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.
 - ◆ Combining passes / Adding tumbling after a high level skill.

- KEY**
- @ Prep = At Shoulder Level or Elevator Level
 - @ Ext = At Extension Level or a Stunt in which the Bases Arms are Straight
 - Adv = Advanced (Body Positions other than 100% Vertical and Leg Positions Away from the Body)
 - BH = Back Handspring
 - Dbl = Double or Two (in relation to a flyer's legs)
 - Lay = Layout
 - RO = Round Off
 - Sgl = Single or One (in relation to a flyer's leg)
 - Trans = Transition (moving from one stunt to another)