

## Minutes of the IHSA Competitive Cheer Ad Hoc Committee

Wednesday, June 4<sup>th</sup> 2014

The IHSA Competitive Cheerleading Ad Hoc Committee met at the IHSA office in Bloomington. Committee members present were: Gina Laio, Chicago (St. Ignatius); Nicole White, Chicago (Marist); Laura Meehan, Barrington; Jeff Siegel, Buffalo Grove; Dr. Ryan Pitcock (via conference call), Flossmoor (Homewood-F.); Jayson Polad, Frankfort (Lincoln-Way East); Joey Stanforth, Taylor Ridge (Rockridge); Krista Swanson, Eureka; Angie Goley, Dwight; Rita Grunloh, Lexington; Stacy Killion, New Berlin; Robbie Walters, Columbia; Laurie Wager, Mascoutah; Mickey Klement, Clinician's Advisory Committee; Shaunda Brown, Official/Clinician; and Susie Knoblauch, IHSA Assistant Executive Director.

1. Susie Knoblauch reviewed the function, purpose and goal of the committee: *As a recommendation of the Competitive Cheer Advisory Committees we were charged with the following: Review the rubric categories and ranges; Define what drops a team out of rubric range and Define elite entries, advanced body positions and incomplete skills.*
2. The committee discussed scoring philosophy and concerns with the activity's growth.
3. The committee recommended more continuing education opportunities for coaches and officials regarding the competitive cheer score sheet and rubric.
4. The committee expressed concerns with consistency in scoring.
5. Mickey Klement, IHSA Cheer Clinician, highlighted the officials licensing process by outlining the training process/clinics.
6. The committee suggested that more live (hands-on) training occur for cheer officials.
7. The committee reviewed examples of rubric category breakdowns.
8. Shaunda Brown & Mickey Klement will develop curriculum for officials training.
9. The committee's work is reflected below:

### IHSA Competitive Cheer Scoring Instructions & Rubric

Rubric ranges are based on a **majority** of the team performing the skills listed.

Placement within a specific rubric range is determined by the difficulty of the skills performed as listed below by a **majority** of the team and overall **execution & technique** of those skills. **Below average or sub-standard technical execution may result in a team being dropped out of a rubric range.**

## DEFINITIONS

**Elite Entries & Transitions:** Quick toss to a single leg extended position, Switch up from ground with at least ¼ rotation, Inversion from ground, Low to high, Ball up, **Twisting rewind**, Twisting full up (top person rotates 360), **Full around**

**Note:** *This list is for examples only and is not an all-inclusive listing*

**Advanced Body Positions:** **Front, side and back** flexibility with foot at or above ~~shoulder~~ **waist** level  
(**Example: arabesque, heel stretch, scorpion, scale, over stretch, bow and arrow, needle**) not including torch or liberty

**Structure:** A place in a pyramid when a top person connects (hand-hand or hand-foot) and pause to show a defined position. This is also referred to as a picture

**Incomplete Skill:** Hands touch on a skill Ex: Hands touch down on a Standing Back or Full Down (Single Down) cradle landing on stomach

**Missed Skill:** Any body part beside hands that hit the ground when executing a skill

Ex: Tumbling pass lands on knees or feet hit the ground on a cradle and/or a fall from an individual, pyramid or tumbling stunt Example: Ground up Liberty doesn't hit and comes right down to a cradle

**Out of Rubric Range:** The following criteria are some examples of what may drop a team out of a rubric range

- a. Lack of a majority of a team executing a skill
- b. Poor execution
- c. Lack of technique

**Note:** *A rubric range drop should not be more than a "fall" deduction*

## RUBRIC

### **MOTIONS/DANCE**

- 6.0-7.0:** Below average level of execution, little to no visual effects\*, slow pace
- 7.0-8.0:** Average level of execution, basic visual effects\*, average pace
- 8.0-9.0:** Above average level of execution, multiple visual effects\*, fast pace
- 9.0-10:** Exceptional level of execution, multiple visual effects\*, fast pace

\* *Visual effects includes: level changes, ripples, transitional movements, formations, foot and floor work*

### **JUMPS**

- 6.0-7.0:** Basic jumps (Tuck, Spread Eagle, Double Hook) or poor execution/technique\* of advanced jumps
- 7.0-8.0:** Advance jumps (Front/Side Hurdler, Toe Touch, Pike, Double Nine) performed with below level height/technique\*, minimal variety (two different types of jumps). Poor execution of combo jumps\* may be scored in this range
- 8.0-9.0:** Advanced jumps performed with level height, average technique\* and variety (three or more different types of jumps). *Note:* Must perform at least one combo jump\* in order to qualify for 8-9 range. Must display at least one synchronized full team jump

- **9.0-10:** Four advanced jumps performed with above level, above average technique\* and variety.  
*Note:* Must perform at least one combo jump\* in order to qualify for 9-10 range. Must display at least one synchronized full team jump

\**Technique includes: approach, landing, toe point and motion execution in the jump*

\**Combo jump: Connected jumps without a pause between. EX: Double toe touch or toe touch, hurdler, & pike all connected* **Note:** Counts as two jumps

## TUMBLING

- **6.0-7.0:** Execute at least one of the following: Basic rolls, handstands, cartwheels, round-off, front/back walkover
- **7.0-8.0:** Execute at least one of the following: Running and/or standing back handsprings
- **8.0-9.0:** Execute at least one of the following: Running and/or standing tuck skills
- **9.0-10:** Execute at least one of the following: Running and/or standing layouts, fulls, specialty passes incorporating two or more no-handed skills

## PARTNER STUNTS

- **6.0-7.0:** Execute at least one of the following: Beginner level partner stunts: a. Shoulder sits/stands, b. Extension preps, c. Single leg prep skills, d. Double base extensions
- **7.0-8.0:** Execute at least one of the following: Intermediate level partner stunts: a. Double base extended stunts with full twist dismount, b. Extended single leg variations\* with a straight cradle; c. Assisted prep level single base skills
- **8.0-9.0:** Execute at least one of the following: a. Extended single leg variations\* with a full twist dismount, b. Switch ups to a single leg with advance body position with a full twist dismount, b. Assisted single base extended skills, c. Unassisted prep level single base skills, d. 1/4 up, 1/2 or switch up to extended level with one advanced body position and a full twist dismount.
- **9.0-10:** Execute at least one of the following: a. Elite entry or transition to an extended skill with advanced body position variations\* with a full twist dismount (1 stunt sequence), b. Switch ups to a single leg with advance body position with variations\* with a full twist dismount, c. Extended single leg advanced body position variations\* (*not including torch or liberty*) with a full twist dismount and elite entry or transition to an extended skill (2 stunt sequences), d. Unassisted single base extended skill

\**Variations are defined by two or more body positions displayed*

## PYRAMIDS/TOSSES

- **6.0-7.0:** Basic straight ride tosses and/or extended two leg pyramid
- **7.0-8.0:** Single skill tosses and/or extended single leg pyramid with at least one transition
- **8.0-9.0:** Tosses that contain two skills and/or extended single leg pyramid with multiple\* transitions, one of which is a release that ends in an extended position
- **9.0-10:** Tosses that contain three or more skills one of which is twisting, and/or pyramid with multiple\* extended structures and multiple\* release transitions, one of which ends in a single leg extended position

\**Multiple = two or more*

**NON RUBRIC DESCRIPTORS**

**VOICE/PROJECTION:** Volume, Articulation, **Inflection**, Enunciation, Wording, Speech, Pace, Consistency, Showmanship, Energy, Facial Expression/Smiles, Enthusiasm, Timing, Recovery (took out Voice Drop)

**FORMATION/TRANSITIONS:** Variety, Levels, Seamless, Creative, Visual, **Working Use of the mat**, Fluid movements, Spacing, Surprise in transitions, Spread out/sides, Crossing center, Bumping/tripping into places **one another**, Gaps in formations, Utilization of skills with in transitions and formation changes

**SYNCHRONIZATION:** Entire routine – Overall - don't **score synchronization** in skill sets in the rubric **categories** - No double jeopardy  
Variations of how often & how bad the synch is off

**DEGREE OF DIFFICULTY:** **Should refer to the entire score sheet**

**OVERALL EFFECTIVENESS:** Clean, Solid Routine, Crowd Appeal, Creative

**Future Administrative Recommendations:**

1. Define 8-9 Advanced Entries

**COMPETITIVE CHEERLEADING DEDUCTIONS**

<b><i>Missed Skill</i></b>	
<b>Examples:</b> Stunt or Mount comes down, tumbling lands on knees or back	_____ x 1
Pyramid Fall	_____ x 1
Pyramid Collapse	_____ x 2