



IHSA COMPETITIVE CHEERLEADING

Definitions and Scoring Tools

DEFINITIONS

Advanced Body Positions: Front, side and back flexibility with foot at or above waist level. (Examples: heel stretch, over stretch, bow and arrow, scale, arabesque, scorpion, needle, etc...). Torch, liberty, platform or target are not advanced body positions.

Advanced Jumps: Herkie, side hurdler, front hurdler, toe touch, pike, double nine, around the world.

Assisted Single Base Stunt: Any stunt in which one base supports the weight of a top person(s) with hands-on assistance from another base or spotter at any time during the stunt.

Combination Jump: Continuous body movement between jumps with no more than 2 counts separating each jump. (Examples: double toe touch equals 2 jumps and 1 variety, and left hurdler/right hurdler combo equals 2 jumps and 2 variety).

Full Team Synchronized Jump: Required at all levels. All athletes must perform the same jump.

Incomplete Tumbling Skill: Hands touch down on tumbling or tumbling lands on knees.

Jump-Tumble Combination (Tumbling Levels 2, 3 and 4): The degree of difficulty of these skills will be scored in the tumbling rubric. The execution of the jump will be scored as jump execution. The execution of the tumbling skill will be scored in tumbling execution.

Major stunt fall: A top person lands on the performing surface in a compromising position.

Majority: 51% or more than half of the athletes.

Missed Stunt Skill: A building skill that falls during the skill. (Examples: drop from an individual stunt to a load, cradle, flatback, or unstable position; two body parts on the performing surface; a top person brought to the performance surface in a controlled manner (bear hug/melt down) before the skill ends; a top person falling on top of a spotter/base who is on the performing surface.)

Performance based legality: A skill that is initiated legally however, due to improper execution, the skill becomes illegal.

Pyramid collapse: Two or more connected stunts falling. If multiple tops fall in the same pyramid but are not in direct connection, this deduction still applies.

Structure: A place in a pyramid when a top person connects and pauses to show a defined position. This is also referred to as a picture.

Unassisted Single Base Stunt: Any stunt in which one base supports the weight of a top person(s) without hands-on assistance from another base or spotter until the descent of the top person during a dismount.

Variety of people in extended positions (Pyramid Level 4): Must show multiple top persons in an extended position during pyramid sequence.

NON-RUBRIC DESCRIPTORS

Creativity: A team's ability to utilize unique, innovative, and visual choreography and ideas throughout the routine.

Projection/Showmanship: A team's ability to demonstrate natural expressions to make the routine appear effortless within their ability level. Ability to capture the crowd and demonstrate genuine enthusiasm, energy, and confidence. Use of appropriate volume relative to number of athletes, inflection, enunciation, pace, smiles, spirit, facial expressions, and poise maintained throughout the entire routine.

Skill Utilization: Use of additional skills at or below the level of difficulty achieved by the team, synchronized skills, and repetition of skills throughout the routine. How well a team maximized the use of athletes.

Transitions and Formations: A team's ability to demonstrate precise spacing and seamless patterns of movement throughout the routine. This includes effective use of floor, use of skills during transitions, pace, and cohesion. Crossing center, bumping, excessive travel or downtime that distract from the performance will also be factored.

GENERAL SCORING GUIDELINES

Degree of difficulty ranges are based on a majority of the team performing skills within each level. Placement within a specific range is determined by the difficulty of the skills performed, the percentage of athletes performing the skills, and additional skills performed above the level of difficulty achieved by the team. Not performing a majority of any skill in a given category will result in a difficulty score of 3.5-4.5.

Full twisting dismount: If full twisting dismount is achieved by one less than majority of team for level 2, 3, or 4, teams will only drop 1 level of Degree of Difficulty, not all the way to Level 1. If more than 1 less than majority do not perform the twisting dismount teams will be dropped to Level 1.

NFHS Legalities:

Multiple skills completing the same illegal skill in the same section = 1 deduction per article

Multiple skill completing the same illegal skill in different sections = 1 deduction for each occurrence per article