



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).

Comparative Scoring: For each routine, scoring within a range is comparative to all routines performed in the same division on the same day.

Full Team Synchronized Jump: 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.)

Most: Nearly all of the athletes.

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.

ADDITIONAL ROUTINE COMPONENTS

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.

Routine Composition: A team's ability to demonstrate precise spacing and quick, seamless transitions of movement that flow effectively throughout the routine. The incorporation of visual, innovative and intricate elements to enhance overall appeal.

Skill Utilization: The effective use of athletes throughout a routine. Use of additional skills beyond those credited to degree of difficulty. How well a team maximized the use of athletes.

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 5.0-6.0.

Full twisting dismount: If full twisting dismount is achieved by one less than majority of team for level 3 or 4 due to a performance error, teams will only drop 1 level of Degree of Difficulty.

NFHS Legalities:

Multiple stunt groups and/or multiple individual skills that are illegal and performed in the same section = 1 deduction per article (major or minor)

Multiple stunt groups and/or multiple individual skills that are illegal and performed in different sections = 1 deduction per article AND per occurrence (major or minor)