

Explanation of Scoring Ranges Per Level (CHEER)

SKILLS *	ALL-STAR							RECREATION				SCHOOL		
Scoring Category	Level 1	Level 2	Level 3	Level 4.2	Level 4	Level 5	Level 6	Level 2.1	Level 2	Level 3	Level 4	Intermediate	Advanced	Non Mount
Standing Tumbling	0 - 3	3 - 6	6 - 9	3 - 6	9 - 12	12 - 15	12 - 15	0 - 3	3 - 6	6 - 9	9 - 12	0 - 9	9 - 15	9 - 15
Execution	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Running Tumbling	0 - 3	3 - 6	6 - 9	3 - 6	9 - 12	12 - 15	12 - 15	0 - 3	3 - 6	6 - 9	9 - 12	0 - 9	9 - 15	9 - 15
Execution	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Total Tumbling Score	26	32	38	32	44	50	50	26	32	38	44	38	50	50 (X's 3 judges)
Partner Stunts	0 - 5	5 - 10	10 - 15	15 - 20	15 - 20	20 - 25	25 - 30	5 - 10	5 - 10	10 - 15	15 - 20	0 - 18	18 - 30	N/A
Execution	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	N/A
Total Partner Stunt Score	25	30	35	40	40	45	50	30	30	35	40	38	50	0
Pyramids/Tosses	0 - 5	5 - 10	10 - 15	15 - 20	15 - 20	20 - 25	25 - 30	5 - 10	5 - 10	10 - 15	15 - 20	0 - 18	18 - 30	N/A
Execution	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	0 - 20	N/A
Total Pyramid/Tosses Score	25	30	35	40	40	45	50	30	30	35	40	38	50	0
OVERALL ROUTINE	ALL-STAR							RECREATION				SCHOOL		
Scoring Category	Level 1	Level 2	Level 3	Level 4.2	Level 4	Level 5	Level 6	Level 2.1	Level 2	Level 3	Level 4	Intermediate	Advanced	Non Mount
Jumps	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Motions/Dance	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Formations/Transitions	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Showmanship	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Overall Impression	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10	0 - 10
Total Overall Score (X's 3 Judges)	150	150	150	150	150	150	150	150	150	150	150	150	150	150
Maximum Score	226	242	258	262	274	290	300	236	242	258	274	264	300	300

* NOTE - If team does not perform any of the skills in their specified range, score is to be adjusted down accordingly, to the lower range, of the skills actually performed.

Factors for Maximizing Your Skill Scoring Range

Tumbling <u>Difficulty</u> ★ Degree of Difficulty ★ % of Team Participation ★ Specialty Passes to Required Skills ★ Additional Skills <u>Execution</u> ★ Level of Perfection ★ Form ★ Height of Skills ★ Timing / Synchronization of Skills	Stunts <u>Difficulty</u> ★ Degree of Difficulty ★ % of Team Participation ★ # of Body Positions ★ Unique Mounts / Transitions / Dismounts ★ Minimize Use of Bases ★ Additional Skills <u>Execution</u> ★ Level of Perfection ★ Form ★ Height of Dismounts ★ Strong / Controlled Body Positions ★ Variety / Speed of Transitions ★ Timing / Synchronization of Skills	Pyramids / Tosses <u>Difficulty</u> ★ Degree of Difficulty ★ % of Team Participation ★ # of Body Positions / Pyramid Structures ★ Unique Mounts / Transitions / Dismounts ★ Minimize Use of Bases ★ Additional Skills <u>Execution</u> ★ Level of Perfection ★ Form ★ Height of Tosses / Dismounts ★ Strong / Controlled Body Positions ★ Variety / Speed of Transitions ★ Timing / Synchronization of Skills	Jumps ★ Degree of Difficulty ★ % of Team Participation ★ Variety / Difficulty of Approaches ★ # of Jump Combinations ★ Additional Skills ★ Level of Perfection ★ Form / Arm & Chest Placement ★ Height of Jumps ★ Flexibility ★ Toe Point ★ Landings ★ Timing / Synchronization of Skills	Motions / Dance ★ Pace / Speed ★ Visual Effect ★ Variety of Level Changes ★ Level of Perfection ★ Body Control / Sharpness ★ Body & Arm Placement / Angles ★ Timing / Synchronization of Skills
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