

State 2019

Scoring Rubric – Accounts for 20% of overall score in Show Cheer and Coed Divisions

Jumps

- 0-1 point basic jumps performed by some/few team
- 1-3 points basic jumps performed by most team
- 2-4 points advanced jumps performed by some/few team
- 3-5 points advanced jumps performed by most team

Tumbling

- 0-1 point basic tumbling skills performed by some/few team
- 1-3 points basic tumbling skills performed by most team
- 2-4 points advanced tumbling skills performed by some/few team
- 3-5 points advanced tumbling skills performed by most team

Tosses/Stunts

- 0-1 point basic tosses/stunts performed by some/few team
- 1-3 points basic tosses/stunts performed by most team
- 2-4 points advanced tosses/stunts performed by some/few team
- 3-5 points advanced tosses/stunts performed by most team

Pyramids

- 0-1 point 1 basic pyramid with some/few team
- 1-3 points 1 basic pyramid with most of team
- 2-4 points 2 or more pyramids with some/few team
- 3-5 points 2 or more pyramids with most of team

Basic: A level of skill that is considered to be easily attained by most teams

Ex: Basic jumps: straight, tucked, x-jumps, Herkies, etc

Ex: Basic tumbling: rolls, cartwheels, round offs, etc

Ex: Basic tosses/stunts: straight rides/can include number of bases needed

Ex: Basic pyramids: can include few if any transitions and little or no dismount variety

Advanced: A level of skill that is considered to be more difficult to attain for most teams

Ex: Advanced jumps: toes, front or side hurdler, around the world, etc.

Ex: Advanced tumbling: back handsprings, tucks, layouts etc.

Ex: Advanced tosses/stunts: could include twisting combinations, minimal bases, multiple transitions, variety of dismounts, etc.

Ex: Advanced pyramids: could include multiple transitions, variety of entries and dismounts, etc.

Co-Ed Division: Judges will recognize the execution of (or intended execution) of "true co-ed skills". Co-ed teams will be rewarded in difficulty when incorporating skills including, *but not limited to:* single base stunts, toss stunts or co-ed unassisted stunts. Co-ed teams will not be penalized in their routine execution for failing to incorporate the above mentioned. However, the division will reward difficulty points for inclusion of such skills.

Some/Few: A number relative to the amount of members on the team (this number would be half or less than half of the team performing a skill or the number of members utilized in a skill)

Most: A number relative to the amount of members on a team (this number would be more than half of the team performing a skill or the number of members involved in a group of skills)

Note: The skills listed above are listed as examples only and are not meant to be all inclusive. The State Tournament is not suggesting that a routine must include specific skills to be awarded difficulty points. We encourage all teams to be safe, and coaches should know the difficulty level their team is able to achieve and those skills should be performed to their best ability. The State Tournaments scoring policy has always rewarded execution over attempts.