

VARSITY SCALES FOR COMPETITIVE CHEER

7.28.17

Partner Stunt Difficulty:

1	2-4		5-7		8-10		
Max Participation	Max Participation		Max Participation		Max Participation		MAX
Basic Entry -3 Body Positions	Intermediate Entry -1 Ext Flex Skill -1 Ext Additional Body Position -Dismount	Intermediate Entry -Ext Skill	Advanced Entry -2 Ext Flex Skills -1 Additional Ext Body Position -Transition -Advanced Dismount	Advanced Entry -1 Additional Ext Flex Skill	Advanced Entry -2 Ext Flex Skills -1 Additional Ext Body Position -Transition -Advanced Dismount	Different Advanced Entry -1 Additional Ext Flex Skill	6
	AND		AND		AND		
Most Participation	Most Participation		Most Participation		Most Participation Unassisted stunts		MOST
Basic Entry -1 Flexibility Skill -1 Additional Body Position	Intermediate Entry to Immediate Flex Skill -1 Ext Flex Skill -1 Additional Ext Body Position -Dismount	Different Intermediate Entry -Ext Skill	Advanced Entry to Immediate Flex Skill -2 Ext Flex Skills -1 Additional Ext Body Position -Transition -Advanced Dismount	Different Advanced Entry -1 Additional Ext Flex Skill	Advanced Entry to Immediate Flex Skill -2 Ext Flex Skills -1 Additional Ext Body Position -Transition -Advanced Dismount	Different Advanced Entry to Immediate Flex Skill OR Different More Advanced Entry -1 Additional Ext Flex Skill	5
	AND		AND		AND		
Majority Participation	Majority Participation		Majority Participation		Majority Participation Unassisted stunts		MAJ
Basic Entry -2 Flexibility Skills -1 Additional body Position	Advanced Entry -2 Ext Flex Skills -1 Additional Ext Body Position -Dismount	Intermediate Entry to Immediate Flex Skill -Ext Skill	More Advanced Entry -2 Ext Flex Skills -1 Additional Ext Body Position -Transition -Advanced dismount	Advanced Entry to Immediate Flex Skill -1 Additional Ext Flex Skill	More Advanced Entry to Immediate Flex Skill -2 Ext Flex Skills -1 Additional Ext Body Position -Transition -Advanced Dismount	Different More Advanced Entry to Immediate Flex Skill -1 Additional Ext Flex Skill	4 or 3
	AND		AND		AND		

Partner Stunt Execution:

1 - 2	3 - 4	5 - 6	7 - 8	9 - 10
Numerous mistakes/poor: -body alignment -form -timing -synchronization -technique -flexibility -none to multiple dropped stunts and/or several bobbles -dismount(s)	Several mistakes/good: -body alignment -form -timing -synchronization -technique -flexibility -none to 2 dropped stunts and/or multiple bobbles -dismount(s)	Some mistakes/very good: -body alignment -form -timing -synchronization -technique -flexibility -none to 1 dropped stunts or few bobbles -dismount(s)	Few mistakes/excellent: -body alignment -form -timing -synchronization -technique -flexibility -no dropped stunts -1 to no bobbles -dismount(s)	Few to no mistakes/precise: -body alignment -form -timing -synchronization -technique -flexibility -no dropped stunts -no bobbles -dismount(s)

* Bobbles are defined as incomplete dismounts, severe balance checks, severe timing issues, stunts that almost fall but are saved, or errors that distract from the performance in timing, synchronization and perfection.

* Falls are defined as individual stunts that fall to an early cradle, stunts that fall to a pop down dismount, stunts that fall to the ground (flyer or bases)

Basket Toss Difficulty:

1	2	3	4	5
1 – 2 Straight Ride Tosses	2 OR More Single Skill Tosses	3 Advanced Tosses(2 Skill)	4 Advanced Tosses(2 skill)	4 More Advanced Tosses(3 skill)
			OR 3 More Advanced Tosses(3 skill)	

Single skill tosses would be any baskets that perform a single skill after the straight ride.

Basket Toss Execution:

1	2	3	4	5
Numerous mistakes -body alignment -precision -synchronization -form -technique -height -cradle(s)	Several mistakes -body alignment -precision -synchronization -form -technique -height -cradle(s)	Some mistakes -body alignment -precision -synchronization -form -technique -height -cradle(s)	Few mistakes -body alignment -precision -synchronization -form -technique -height -cradle(s)	Few to No mistakes -body alignment -precision -synchronization -form -technique -height -cradle(s)

Pyramid Difficulty:

1	2 – 4		5 - 7		8 – 10	
Max Participation	Max Participation		Max Participation		Max Participation	
-Pyramid Structures -1 or more Flyers	-2 Structures of One Legged Extended Stunts -Creative Entry -2 High, Synchronized High Flyers 1 Transition	-4 Structures of One Legged Extended Stunts -Creative Entry -1 High Flyer -2 Transitions	-3 Structures of One Legged Extended Stunts -Advanced Entry -2 or more High, Synchronized Flyers -1 Advanced Transition -1 legal inversion	-5 Structures of One Legged Extended Stunts -Advanced Entry -1 High Flyer -2 Advanced Transitions -1 legal inversion	-3 Structures of One Legged Extended Stunts -Advanced Entry -2 or more High, Synchronized Flyers -2 Advanced Transitions -1 Legal Inversion -Advanced Dismount	-5 Structures of One Legged Extended Stunts -Advanced Entry -1 High Flyer -3 Advanced Transitions -1 Legal Inversion -Advanced Dismount
	OR		OR		OR	
	Most Participation					
	-3 Structures of One Legged Stunts -Advanced Entry -2 or more High, Synchronized Flyers -2 Advanced Transitions -1 Legal Inversion -Advanced Dismount	-5 Structures of One Legged Stunts -Advanced Entry -1 High Flyer -3 Advanced Transitions -1 Legal Inversion -Advanced Dismount			<i>Max participation indicates that all members on the floor are actively involved in the pyramid or other skill.</i>	

Pyramid Execution:

1 – 2	3 – 4	5 – 6	7 – 8	9 – 10
Numerous mistakes/poor: -body alignment -form -timing -synchronization -technique -flexibility -transitions -none to multiple dropped stunts and/or numerous bobbles -dismount(s)	Several mistakes/good: -body alignment -form -timing -synchronization -technique -flexibility -transitions -none to 2 dropped stunts and/or multiple bobbles -dismount(s)	Some mistakes/very good: -body alignment -form -timing -synchronization -technique -flexibility -transitions -none to 1 dropped stunt and/or few bobbles -dismount(s)	Few mistakes/excellent: -body alignment -form -timing -synchronization -technique -flexibility -no dropped stunts -1 to no bobbles -dismount(s)	Few to no mistakes/precise: -body alignment -form -timing -synchronization -technique -flexibility -no dropped stunts -no bobbles -dismount(s)

Standing Tumbling Difficulty:

1 – 2	3 – 6	7 – 10
The majority of the team must throw level appropriate basic skills.	The majority of the team must throw level appropriate intermediate skills. Less than Majority of a level appropriate skill will be scored in the lower range(s).	The majority of a team must throw level appropriate advanced skills. Less than Majority of a level appropriate skill will be scored in the lower range(s).

Basic Skills: Forward Rolls, Backward Rolls, Back Extension, Front Walkover, Back Walkover, Cartwheel

Intermediate Skills: Back Handspring(s)

Advanced Skills: Standing Tuck, Back Handspring(s) Tuck, Back Handspring(s) Layout, Standing Full, Back Handspring(s) Full

Standing Tumbling Execution:

1 – 2	3 – 4	5 – 6	7 – 8	9 -10
Numerous mistakes/poor: -technique -timing -speed -none to several busts and/or majority touch outs	Several mistakes/good: -technique -timing -speed -none to few busts and/or numerous touch outs	Some mistakes/very good: -technique -timing -speed -none to 1 bust or several touch outs	Few mistakes/excellent: -technique -timing -speed -no busts -few to no touch outs	Few to no mistakes/precise: -technique -timing -speed -no busts -no touch outs

Running Tumbling Difficulty:

1 – 2	3 – 6	7 – 10
The majority of the team must throw level appropriate basic skills.	The majority of the team must throw level appropriate intermediate skills. Less than Majority of a level appropriate skill will be scored in the lower range(s).	The majority of the team must throw level appropriate advanced skills. Less than Majority of a level appropriate skill will be scored in the lower range(s).

Basic Skills: Round off, Walkovers, Cartwheel Walkovers

Intermediate Skills: Round-Off Back Handspring(s)

Advanced Skills: Round Off Tuck, Round Off back Handspring(s) Tuck, Handspring(s) Tuck, Round Off Back-Handspring(s) Layout, Round Off Back Handspring(s) Full, Specialty Passes

Running Tumbling Execution:

1-2	3-4	5-6	7 – 8	9 – 10
Numerous mistakes/poor: -technique -timing -speed -none to several busts and/or majority touch outs	Several mistakes/good: -technique -timing -speed -none to few busts and/or numerous touch outs	Some mistakes/very good: -technique -timing -speed -none to 1 bust or several touch outs	Few mistakes/excellent: -technique -timing -speed -no busts -few to no touch outs	Few to no mistakes/precise: -technique -timing -speed -no busts -no touch outs

Jump Difficulty:

1	2	3	4	5
-2 Advanced Jumps by the entire team. -not Connected. -Same or Different	-3 Advanced Jumps by the entire team -Connected	-3 Advanced Jumps by entire the team -Connected -Variety	-3 Advanced Jumps by the entire team -Connected -Variety <div>AND</div>	-Quad Advanced Jumps by the entire team -Connected -Variety

Jump Execution:

1	2	3	4	5
Numerous mistakes in -technique -flexibility -landings -timing -synchronization -position of arms	Several mistakes in -technique -flexibility -landings -timing -synchronization -position of arms	Some mistakes in -technique -flexibility -landings -timing -synchronization -position of arms	Few mistakes in -technique -flexibility, -landings -timing -synchronization -position of arms	Few to no mistakes in -technique -flexibility -landings -timing -synchronization -position of arms

Dance Difficulty:

1	2 - 3	4 - 5
Basic -basic level of skills, choreography and creativity -slow paced movement -basic motions and basic transitions -very few level changes -lacks energy -little creativity and lacks originality -lacking visually	Below Average - Average -Below Average to Average level of skills, choreography, and creativity -average paced movement -below average to average motions and transitions -few level changes -below average to average energy -moderate creativity with some originality -somewhat visual	Advanced to More Advanced -advanced to more advanced level of skills, choreography and creativity -quick paced movement -advanced to more advanced motions with advanced transitions -several level changes, -very good to excellent energy, -highly creative and original -very visual

Dance Execution:

1	2 - 3	4 - 5
Basic -poor technique -poor timing -sloppy transitions/formations -poor rhythm -low level of energy and confidence -poor level of overall dance performance	Average -average to good technique -average to good timing -not very clean on transitions/formations -average rhythm -moderate level of energy and confidence -level of dance performance	Above Average to Excellent -above average to excellent technique -very good to perfect timing -clean to very clean transitions/formations -good to excellent rhythm -high level energy and confidence -above average to excellent level of dance performance

Transitions, Formations and Motions:

1 - 2	3 - 4	5 - 6	7 - 8	9 - 10
<ul style="list-style-type: none"> -Basic, sloppy, lengthy transitions -Slow paced -Poor spacing -Minimal visual formations -Few level changes -Poor technique -Weak synchronization of foot and arm work -Poor motion placement -Lack of visual enhancement 	<ul style="list-style-type: none"> -Fairly clean transitions -Slow paced -Unbalanced spacing -Few formations changes -Little variety of level changes -Below average technique -Below average synchronization of foot and arm work -Below average motion placement -Little visual enhancement 	<ul style="list-style-type: none"> -Clean transitions -Moderately paced -Average spacing throughout -Variety of visual formations -Some variety of level changes -Average technique -Average synchronization of foot and arm work -Average motion placement -Good visual enhancement 	<ul style="list-style-type: none"> -Very clean transitions -Good pace -Very good spacing throughout -Variety of visual formations -Variety of level changes -Advanced technique -Strong synchronization of foot and arm work -Above average motion placement -Very good visual enhancement 	<ul style="list-style-type: none"> -Extremely clean/seamless transitions -Fast paced -Precise spacing throughout -Variety of visual formations -Variety of level changes -Superior technique -Strong synchronization of foot and arm work -Precise motion placement -Extremely visual adding to the overall routine

Overall Impression:

Overall Performance will be evaluated on the following criteria: showmanship, energy levels, excitement, crowd appeal, uniformity, genuine enthusiasm, and athletic sportsmanship. Creativity will reward teams for using creative, innovative, and visual choreography throughout the routine (stunts, pyramids, formations, transitions, music, etc.). **This is not to include props, signs or flags, etc.**

1 - 2	3 - 4	5 - 6	7 - 8	9 - 10
<ul style="list-style-type: none"> -Basic level of energy -Lacks confidence -Basic appeal to the crowd -Little to no amount nor display of showmanship -Words not clear and/or hard to understand in majority of the cheer -Few parts of the Routine Choreography demonstrate innovative, unique or visual elements throughout 	<ul style="list-style-type: none"> -Below average level of energy -Little confidence -Below average appeal to the crowd -Below average amount and display of showmanship -Words not clear and/or hard to understand in parts of the cheer -Less than a majority of the Routine Choreography demonstrate innovative, unique or visual elements throughout 	<ul style="list-style-type: none"> -Average level of energy -Average confidence -Appealing to the crowd -Average amount and display of showmanship -clear understandable words through majority of the cheer -Majority of the Routine Choreography demonstrates Innovative, unique or visual elements throughout 	<ul style="list-style-type: none"> -High level of energy -Very confident -Very appealing to the crowd -Great amount and display of showmanship -Very clear understandable words through majority of the cheer -Most of the Routine Choreography demonstrates Innovative, unique or visual elements throughout 	<ul style="list-style-type: none"> -Superior level of energy -Extreme confidence -Exceptional appeal to the crowd -Extreme amount and display of showmanship -Extremely clear understandable words throughout the entire cheer. -Maximum of the Routine Choreography demonstrates innovative, unique or visual elements throughout

A routine cannot exceed 2 minutes and 30 seconds.

No more than 2 minutes is allowed for music time.

A cheer section with words and without music is required.

The cheer section must be a minimum of 20 seconds.