

FUTURE CHEER

CHEER SCORING GUIDELINES

The FC Cheer Score Sheet is scored out of a total of 150 points regardless of skill level. A Level 1 team automatically has 15 points added to their score for tosses to keep all levels out of 150 points. Points are awarded in tenths.

The FC Cheer scoring system utilises comparative scoring when assessing the majority of categories. Technique Scores are not comparative. Your team will be assessed against the other teams you compete against on that day. Therefore, scores may vary from event to event.

Overall impression is scored by all 4 panel judges and averaged on your score. Although each of the 4 panel judges will have a specific focus, their overall impression score will be of the whole routine, not just their categories.

Majority/Most

These tables show the number required to hit Majority/Most or Full Team skills based on team size.

Stunt Quantity Chart				
# Of Athletes	Less than majority	Majority	Most	Full Team
5 to 7				1
8 to 11			1	2
12 to 15		1	2	3
16 to 19	1	2	3	4
20 to 23	1-2	3	4	5
24 to 27	1-3	4	5	6
28 to 31	1-3	4	6	7
32 to 35	1-4	5	6	8
36	1-4	5	7	9

Athlete Majority/Most Quantity Chart		
# Of Athletes	Majority	Most
5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	9
14	8	10
15	8	11
16	9	12
17	9	12
18	10	13
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

Building Judge (Stunts, Pyramids & Tosses)

The following are considered within Building Difficulty categories:

- Degree of difficulty (below level, level appropriate and/or elite level skills)
- Percentage of team participation
- Variety of load-ins, dismounts & transitions
- Additional skills & combination of skills (non-level included)

IMPORTANT: *NEW: We recognise that other scoring systems in the UK separate Level Appropriate & Elite level skills to be performed so to allow for greater consistency and to prevent coaches from having to make multiple changes between events with different EP's, teams will need to show Elite Level skills to get into the high range for stunt difficulty.*

Changing body position with no transitional skill in-between does not count as a separate level appropriate skill.

For pyramid difficulty, if a team has two or more pyramids then those structures can be added together to put them in range. *Dismounts during/at the end of a pyramid section will be attributed to your pyramid difficulty score if level appropriate.*

Basket Tosses:

NEW for 2016-2017: In recognition of the need for more consistency in basket toss difficulty scores, basket toss difficulty scores will now be capped (as with jump difficulty). Please see the score sheet for details on what is required for each range.

Please note that for Basket Tosses:

- The level appropriate tosses do not need to be the same toss skill.
- If you chose to use front spots and one of your tosses does not go, you cannot receive credit for 'whole team' tosses.
- If you do not use front spots and utilise these athletes to make another toss group, you may still receive credit for 'whole team' tosses, provided the other tosses are level appropriate and for a score of 5.0 you also have the two additional level appropriate tosses.
- If you have a team of 20, there is no advantage to throwing 5 tosses versus 4. However, you may not have more than 3 non active athletes during the whole team toss.

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Tumbling Judge (Standing tumbling, Running Tumbling & Jumps)

The following are considered within Tumbling/Jump difficulty:

- Degree of difficulty
- Percentage of team participation
- Specialty combination/Creativity
- Variety
- Additional skills
- Synchronization (**now a required element for Standing tumbling high range**)
- Jump/Tumbling combination (Standing Tumbling only)

Please note when performing a standing tumbling pass that continues into a running tumbling pass, the standing tumbling portion of the pass must be level appropriate to be considered a qualifying level appropriate skill for scoring purposes. EXAMPLE: Standing backhandspring step out roundoff backhandspring tuck for level 3. The standing portion of only one handspring does not count towards the range as it is a level 2 skill.

In standing tumbling, where two level appropriate tumbling passes performed by MOST athletes must be shown to hit the High range, variety is not required, however, one of the two level appropriate passes is now required to be synchronised from the initiation of the pass.

In standing tumbling if performing a tumbling pass that has a jump in between level appropriate standing tumbling skills, the jump will break the pass and you will get credit for TWO level appropriate standing tumbling passes. For example in level 3, synchronised toe touch series back handspring, toe touch series back handspring performed by MOST of the athletes would get you credit for both the synchronised level appropriate standing tumbling pass and the additional level appropriate standing tumbling pass to be scored in the high range.

Clarification: Cartwheels from a standing position with no steps before the skill will be counted as standing tumbling.

JUMPS:

- VARIETY refers to two or more different jump skills.
- ADVANCED JUMPS are Herkie, Hurdler, Toe Touch, Pike & Double Nine
- CONNECTED JUMPS – All approaches within the jump section must have a whip approach to be counted as connected.
- PENCIL/T JUMPS are not considered jump skills and therefore will not be considered when scoring jumps.

Dance/Creativity Judge (Dance, Routine Creativity, Building Creativity, Formations & Transitions)

Dance – A team's ability to execute elite dance skills and visual effects through multiple levels, formation changes, creative tricks, ground, group and partner work and motions; performed at a fast pace and/or change of pace with strong musicality.

Creativity (Building & Routine) – A team's effectiveness to implement innovative, visual, unique and intricate ideas, incorporations and music.

Formations & Transitions – A team's effectiveness to demonstrate precise spacing and seamless patterns of movement.

ALL SCORING QUERIES SHOULD BE DIRECTED TO AMANDA FAIRHALL FCENQUIRIES@BTCONNECT.COM