



ALL STAR CHEER SCORING GUIDELINES

The FC All Star Cheer Score Sheet is scored out of a total of 140 points regardless of skill level. A Level 1 or Mini Level 2* team automatically has 15 points added to their score for tosses to keep all levels out of 140 points. Points are awarded in tenths.

*Please note that tosses are now illegal for Mini teams.

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.

Majority/Most

These tables show the number required to achieve Majority or Most based on team size.

Stunt/Toss Quantity Chart		
Number of Athletes	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

Tumble/Jump Quantity Chart		
Number of Athletes	Majority	Most
5-7	3	4
8-9	4	6
10-11	5	7
12-14	6	9
15-16	7	11
17-19	8	12
20-22	10	15
23-25	11	17
26-27	13	19
28-30	14	21
31-38	15	23

Building Difficulty 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)

Note: 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.

Tumbling Judge (Standing tumbling, Running Tumbling & Jumps)

The following are considered within Tumbling 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 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.

Tumbling skills must land on feet to be considered level appropriate (e.g. $\frac{3}{4}$ front flip to seat will not count as a level appropriate running pass for level 3).

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.

For the 2017-18 season, TINY and MINI teams are not required to connect jumps.

Dance/Choreography Judge (Building Creativity, Dance, Performance, Routine Composition)

Dance – A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor- work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

Stunt and Pyramid Creativity – The % of stunt and pyramid skills that incorporate visual, unique or innovative skills. This includes level and non-level appropriate skills.

Routine Composition – team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.

Performance - A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

PREP CHEER ADDITIONAL SCORING GUIDELINES

Stunts, Pyramids, Standing Tumbling and Running Tumbling Difficulty scores will be capped at the LOW range and Jump Difficulty will be capped at 4.5.

Tosses have been removed from the score sheet.

All Prep Cheer teams are scored out of a possible 102.5 regardless of level.

All scoring queries should be directed to
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