

The #1 criteria in all categories will determine the range of your score. Performing or not performing additional bullet points (✓) will increase or decrease your team's score within those ranges.

As a result of poor or sloppy Execution of Skills / Degree of Difficulty (★) (i.e. - Form, Skill Height, Landings, Technique, etc.) judges reserve the right to award a score 0.5 - 1 point below the bottom point range depending on the severity and number of poorly executed skills.

| | Low Range 4 - 6 Points | Medium Range 6 - 8 Points | High Range 8 - 10 Points |
|--------------|--|--|---|
| Jumps | 1. Less than 1/10 (0% - 9%) of team performed jumps that were connected to each other - <u>or</u> - jump(s) connected to the minimum standing tumbling skills allowed within the level ✓ Little to no variety ✓ Slow pace with little to no choreography / transitions | 1. 1/10 - 1/4 (10% - 25%) of team performed jumps connected to each other - <u>or</u> - jump(s) connected to the minimum standing tumbling skills allowed within the level ✓ Some variety ✓ Medium pace with some choreography / transitions | 1. More than 1/4 (26% - 100%) of team performed jumps connected to each other - <u>and</u> - jump(s) connected to the minimum standing tumbling skills allowed within the level ✓ Large variety ✓ Fast pace and strong choreography / transitions |
| | ★ Execution / Degree of Difficulty - Form, Jump Height, Toe Point, Visual Appeal, Landings, Perfection, Arm Placement, Synchronization, Chest Alignment, Body Lines, Technique, Flexibility | | |
| | Jump skills are not allowed in immediate combination with a back handspring in Level 2 and a standing flip in Level 4. Level 1, 2, and 4 teams may use a 4 count pause to go into tumbling to score in the High Range. The four count pause may include a set position for tumbling but may not include choreography including but not limited to a clap or motions. Examples: A Level 1 team lands their jump on 5, sets with their arms up on 7, and falls to a back walkover on 1. A Level 2 team lands their jump on 5, sets with arms out in front on 7, and swings for a back handspring on 1. A Level 4 team lands their jump on 5, sets with arms in low v on 7, and swings for back tuck on 1. These examples would count as having standing tumbling connected to jump(s). | | |

| | Low Range 4 - 6 Points | Medium Range 6 - 8 Points | High Range 8 - 10 Points |
|-----------------|---|--|--|
| Tumbling | 1. Less than 1/10 (0% - 9%) of team performed the minimum skills allowed within the level ✓ Little to no variety of skills ✓ Slow pace with little to no choreography / transitions ✓ Tumbling with little to no synchronization | 1. 1/10 - 1/4 (10% - 25%) of team performed the minimum skills allowed within the level ✓ Some variety of skills ✓ Medium pace with some choreography / transitions ✓ Tumbling has good synchronization | 1. More than 1/4 (26% - 100%) of team performed the minimum skills allowed within the level ✓ Large variety of skills ✓ Fast pace and strong choreography / transitions ✓ Tumbling has strong synchronization |
| | ★ Execution / Degree of Difficulty - Form, Skill Height, Toe Point, Visual Appeal, Landings, Perfection, Synchronization, Technique, Body Lines, Choreography, Transitions | | |

| This category is combined. Either skill set can determine the range. | | | |
|---|--|--|--|
| | Low Range 5 - 10 Points | Medium Range 10 - 15 Points | High Range 15 - 20 Points |
| Pyramids / Tosses | 1. Less than 1/4 (0% - 24%) of team performed the minimum skills allowed within the level ✓ Small amount of groups showing little to no synchronization / ripple ✓ Little to no variety of body position when allowed | 1. 1/4 - 1/2 (25% - 50%) of team performed the minimum skills allowed within the level ✓ Few groups showing good synchronization / ripple ✓ Some variety of body position when allowed | 1. More than 1/2 (51% - 100%) of team performed the minimum skills allowed within the level ✓ All groups showing strong synchronization / ripple ✓ Large variety of body positions when allowed |
| | ★ Execution / Degree of Difficulty - Form, Skill Height, Toe Point, Visual Appeal, Landing Cradle Position, Perfection, Technique, Body Lines, Flexibility, Choreography, Transitions | | |
| | 1. Less than 1/4 (0% - 24%) of team performed the minimum skills allowed within the level ✓ Number of bases used ✓ Basic load ins / dismounts allowed at level ✓ Basic pyramid structures ✓ Little to no transitions | 1. 1/4 - 1/2 (25% - 50%) of team performed the minimum skills allowed within the level ✓ Number of bases used ✓ Average load ins / dismounts allowed at level ✓ 2 or less pyramid structures ✓ Limited transitions | 1. More than 1/2 (51% - 100%) of team performed the minimum skills allowed within the level ✓ Number of bases used ✓ Unique and or special load ins / dismounts allowed at level ✓ 3 or more pyramid structures ✓ Many transitions |
| ★ Execution / Degree of Difficulty - Form, Pace, Flexibility, Visual Appeal, Placement, Perfection, Landing Cradle Position, Technique, Body Lines, Choreography, Transitions | | | |

| | Low Range 5 - 10 Points | Medium Range 10 - 15 Points | High Range 15 - 20 Points |
|-----------------------|--|--|--|
| Partner Stunts | 1. Less than 1/4 (0% - 24%) of team performed the minimum skills allowed within the level ✓ Number of bases used ✓ Basic load ins / dismounts allowed at level ✓ Basic body positions ✓ Little to no transitions | 1. 1/4 - 1/2 (25% - 50%) of team performed the minimum skills allowed within the level ✓ Number of bases used ✓ Average load ins / dismounts allowed at level ✓ 2 or less body positions ✓ Limited transitions | 1. More than 1/2 (51% - 100%) of team performed the minimum skills allowed within the level ✓ Number of bases used ✓ Unique and or special load ins / dismounts allowed at level ✓ 3 or more body positions ✓ Many transitions |
| | ★ Execution / Degree of Difficulty - Form, Pace, Flexibility, Visual Appeal, Placement, Perfection, Landing Cradle Position, Technique, Body Lines, Choreography, Transitions | | |

All percentages for Tumbling are based on the total number of skills performed throughout the entire routine compared to the total number of competitors on a team. All percentages for Tosses, Pyramids, and Partner Stunts are based on a 4 person group; please see the CHEERSPORT School Percentage Chart.

"Minimum skills allowed within the level" - a team must do skills that are only allowed at the level they are competing based on the USASF Level Play Guidelines. Example: A Level 3 team's Pyramid Sequence with 20 members includes 1 pike open toss, 1 braced released move, then they connect at prep level before hitting their heelstretch pyramid. The heelstretch groups do straight pop downs and the middle group does a straight ride cradle. The Pyramid is well executed but would max out in the Medium Range because there were only two Level 3 Skills in the Pyramid (pike open toss and 1 braced release move). The team needed three or more Level 3 Skills to score in the High Range.

CHEERSPORT

CHEERLEADING Percentage Chart

High School, Middle School and Recreation

How to read the Percentage Chart:

The Percentage Chart defines the High, Medium, and Low Ranges based on the size of your team. To score in the High Range of Jumps and Tumbling, CHEERSPORT's Cheerleading Grid states that more than 1/4 of your team must perform the *minimum skills allowed within the level*. To score in the High Range of Tosses/Pyramids and Partner Stunts, CHEERSPORT's Cheerleading Grid states that more than 1/2 of the team must perform the *minimum skills allowed within the level*. For Jumps, teams must have tumbling connected to jump(s) and jumps connected to each other. The tumbling connected to the jump(s) must be the minimum skills allowed within the level to score in the High Range.

Examples: To score in the High Range, a Level 3 team of 14 athletes needs at least four or more Level 3 Tumbling Skills and two or more Level 3 Tosses/Pyramid and Partner Stunt Skills. If this team performs 2 standing back handspring series and 2 round off back handspring back tucks they will score in the High Range of Tumbling. For Partner Stunts, they perform 2 extended single leg stunts and cradle. This would count as four Level 3 Partner Stunt Skills, and they will score in the High Range of Partner Stunts. For Jumps, the team performs double toe touch with 4 competitors connecting a pause back handspring to the jump. This team would score in the Medium Range because their connected tumbling skills were Level 2. To score in the High Range, this team would have needed the 4 competitors to omit the pause between the jump and back handspring.

| Percentages for Jumps and Tumbling | | | |
|------------------------------------|----------------|--------------|---------------|
| # of Athletes on Team | Less than 1/10 | 1/10 to 1/4 | More than 1/4 |
| | 0% - 9% | 10% - 25% | 26% - 100% |
| | Low Range | Medium Range | High Range |
| Number of Tumbling Skills | | | |
| 5 | 0 | 0 - 1 | 1+ |
| 6 | 0 | 0 - 1 | 2+ |
| 7 | 0 | 1 | 2+ |
| 8 | 0 | 1 | 2+ |
| 9 | 0 | 1 | 2+ |
| 10 | 0 | 1 - 2 | 3+ |
| 11 | 0 | 1 - 2 | 3+ |
| 12 | 0 | 1 - 2 | 3+ |
| 13 | 0 | 1 - 2 | 3+ |
| 14 | 0 | 1 - 3 | 4+ |
| 15 | 1 | 2 - 3 | 4+ |
| 16 | 1 | 2 - 3 | 4+ |
| 17 | 1 | 2 - 3 | 4+ |
| 18 | 1 | 2 - 4 | 5+ |
| 19 | 1 | 2 - 4 | 5+ |
| 20 | 1 | 2 - 4 | 5+ |
| 21 | 1 | 2 - 4 | 5+ |
| 22 | 1 | 2 - 5 | 6+ |
| 23 | 1 | 2 - 5 | 6+ |
| 24 | 1 | 2-5 | 6+ |
| 25 | 2 | 3 - 6 | 7+ |
| 26 | 2 | 3 - 6 | 7+ |
| 27 | 2 | 3 - 6 | 7+ |
| 28 | 2 | 3 - 6 | 7+ |
| 29 | 2 | 3 - 7 | 8+ |
| 30 | 2 | 3 - 7 | 8+ |
| 31 | 2 | 3 - 7 | 8+ |
| 32 | 2 | 3 - 7 | 8+ |
| 33 | 2 | 3 - 8 | 9+ |
| 34 | 2 | 3 - 8 | 9+ |
| 35 | 3 | 4 - 8 | 9+ |
| 36 | 3 | 4 - 8 | 9+ |

| Percentages for Tosses/Pyramids and Partner Stunts | | | |
|--|---------------|--------------|---------------|
| # of Athletes on Team | Less than 1/4 | 1/4 - 1/2 | More than 1/2 |
| | 0% - 24% | 25% - 50% | 51% - 100% |
| | Low Range | Medium Range | High Range |
| Number of Stunt Skills | | | |
| 5 | 0 | 0 | 1+ |
| 6 | 0 | 0 | 1+ |
| 7 | 0 | 0 | 1+ |
| 8 | 0 | 1 | 2+ |
| 9 | 0 | 1 | 2+ |
| 10 | 0 | 1 | 2+ |
| 11 | 0 | 1 | 2+ |
| 12 | 0 | 1 | 2+ |
| 13 | 0 | 1 | 2+ |
| 14 | 0 | 1 | 2+ |
| 15 | 0 | 1 | 2+ |
| 16 | 0 | 1 - 2 | 3+ |
| 17 | 0 | 1 - 2 | 3+ |
| 18 | 0 | 1 - 2 | 3+ |
| 19 | 0 | 1 - 2 | 3+ |
| 20 | 0 | 1 - 2 | 3+ |
| 21 | 0 | 1 - 2 | 3+ |
| 22 | 0 | 1 - 2 | 3+ |
| 23 | 0 | 1 - 2 | 3+ |
| 24 | 0 - 1 | 2 - 3 | 4+ |
| 25 | 0 - 1 | 2 - 3 | 4+ |
| 26 | 0 - 1 | 2 - 3 | 4+ |
| 27 | 0 - 1 | 2 - 3 | 4+ |
| 28 | 0 - 1 | 2 - 3 | 4+ |
| 29 | 0 - 1 | 2 - 3 | 4+ |
| 30 | 0 - 1 | 2 - 3 | 4+ |
| 31 | 0 - 1 | 2 - 3 | 4+ |
| 32 | 0 - 1 | 2 - 4 | 5+ |
| 33 | 0 - 1 | 2 - 4 | 5+ |
| 34 | 0 - 1 | 2 - 4 | 5+ |
| 35 | 0 - 1 | 2 - 4 | 5+ |
| 36 | 0 - 2 | 3 - 4 | 5+ |