



# I AYC SCORE GUIDELINES

		Crowd Appeal (10)	DANCE	
			Creativity (5)	Execution (5)
1.0 - 4.0	Material not a crowd participation cheer	1.0 - 2.0	No transitions	Slow pace
	Low energy		Simple moves	Not Sharp
4.0 - 6.0	Basic execution of motions used to lead the crowd	2.0 - 3.0	Little to no level changes or footwork	Multiple timing issues
	Material a little hard to understand and follow		Average transitions	Average pace with minimum 'and' counts
6.0 - 8.0	Average energy	3.0 - 4.0	Moderate variety of moves	Average placement
	Average execution of Motions and/or poms used to lead the crowd		Some level changes and some footwork	Some timing issues
8.0 - 10.0	Material easy to understand and follow	4.0 - 5.0	Good transitions	Good pace with reasonable 'and' counts
	Fun, good energy		Good variety of moves	Good placement
	Good use of motions, poms ,signs, and/or megaphones used to lead the crowd		Good level changes and good footwork	Good timing
	Effective material used to encourage crowd participation		Seamless transitions	Fast pace with several 'and' counts
	Positive and exciting to watch		Excellent variety of moves	Excellent placement
	Excellent use of motions, poms, signs, and/or megaphones used to lead the crowd		Excellent level changes to enhance the visual effect with excellent footwork	Excellent timing

Judges discretion on the following categories:

**Formations and Transition** - Flow of routine, spacing, and use of the floor. **10 pts**

**Performance and Sportsmanship** - A clean, solid routine, appropriate for age level. **10 pts**

**Choreography** - Creativity, overall appeal, music incorporation. **10 pts**

Point Range	Level
1 - 4	Poor
5 - 7	Average
8 - 10	Excellent

Partner Stunts		Pyramids	
Difficulty/Variety (5)	Execution (5)	Difficulty/Variety (5)	Execution (5)
1.0 - 2.0 2 legged stunts at prep level 1 legged stunts below prep level Dismount with straight cradle	Poor flexibility  Little to no flyer body control  Unsteady bases	Pyramid at or below prep level involving 2 legged stunts	Poor flexibility  Little to no flyer body control  Unsteady bases
2.0 - 3.0 2 legged extended stunts 1 legged prep level stunts Dismounts from 2 legged at prep involving 1 rotation	Flyer has average flexibility and average body control  Some timing issues	Pyramids at or above prep level involving 1 legged stunts Basic pyramids	Flyer has average flexibility and average body control  Some timing issues
3.0 - 4.0 Extended liberty variations- 1 skill Single base prep level stunt Unique load ins at half or ext (inverted/twist up) Tosses with a straight ride Dismounts from extended with 1 or more rotations	Flyer has good flexibility and good body control  Good synchronization	Extended pyramids involving 1 transition Transitional pyramids	Flyer has good flexibility and good body control  Good synchronization
4.0 - 5.0 Extended liberty variations- 2 or more skills Single base extended stunt Helicopters Tosses with a skill (kick, twist, ball, pike) Dismounts from extended lib variations involving 1 or more rotations	Flyer has above average flexibility and control  Solid bases (basing)  Excellent synchronization	Extended pyramids involving more than 1 transitions and a braced release move  Unique transitions, load ins, dismounts	Flyer has above average flexibility and control  Solid bases (basing)  Excellent synchronization

Liberty variations include but not limited to; arabesque, scorpion, scale, heel stretch, bow and arrow

**Maximum participation required for maximum points:**

- 9 or less cheerleaders - 1 or 2 stunt groups
- 10 - 11 cheerleaders - 2 stunt groups
- 12 - 14 cheerleaders - 2 or 3 stunt groups
- 15 cheerleaders - 3 stunt groups
- 16 - 19 cheerleaders - 3 or 4 stunt groups
- 20 - 25 cheerleaders - 4 or 5 stunt groups
- 26 - 30 cheerleaders - 5 or 6 stunt groups
- 31 - 36 cheerleaders - 6 or 7 stunt groups

	TUMBLING*		JUMPS	
	Difficulty/Variety (5)	Execution (5)	Difficulty/Variety (5)	Execution (5)
1.0 - 2.0	Beginner: Forward/backward roll Cartwheels  Performed by entire team	Poor technique Poor height  Not completing skill  Landing on face/knees	Any single basic or advanced jump performed by the entire team	Toes flexed  Synchronization needs work  Chest down on jump
2.0 - 3.0	Intermediate: Round off Front/back walkovers Performed by majority of the team (half +1) Or Advanced skill performed by 1 - 4 athletes	Average technique Average height bent arms/legs  landing issues  timing issues	2 or more non connected basic or advanced jumps performed by the entire team	Jumps performed below level  Majority of toes flexed  Chest down on landing and jump
3.0 - 4.0	Advanced: Front/back handspring  Performed by half the team or elite skill performed by 1 - 4 athletes	Good technique Good height  Good landing  Good timing	3 or more jumps, 2 must be connected Performed by the entire team  (variety will increase your score)	Jumps performed at level or better  Majority of toes pointed  Good landing with feet together
4.0 - 5.0	Elite: Back handspring to tuck Back handspring to layout Back handspring to full Tumbling connected to a jump  performed by majority of the team (half +1) or elite skill performed by 5 or more athletes	Excellent technique  Excellent height  Excellent landing  Excellent timing	3 connected advanced jumps performed by the entire team (variety will increase your score)  Jump connected with a tumbling skill (back handspring/tuck) performed by part of the team	Hyper- extended  Excellent landing with feet together and chest upright  Great synchronization

\*running and standing tumbling

Basic Jumps:	Advanced Jumps:
Tuck Spread Eagle Right/Left Side Hurdler	Toe Touch Right/Left/Front Hurdler Pike Double 9

	<b>Motion Technique (5)</b>	<b>Voice/Pace (5)</b>
1.0 - 2.0	Beginner motions Poor technique - example: bent wrist Minimal variety	Not loud enough to understand what is being said Pace too slow or too fast
2.0 - 3.0	Beginner to average motions with average technique - some example bent wrists, placements off Average variety	Average volume Hard to understand what is said Pace too fast/slow
3.0 - 4.0	Good use of motions Good technique Good variety	Good volume Can understand some of what is said Average Pace throughout cheer
4.0 - 5.0	Excellent use of motions Excellent technique -proper placement, sharp and tight Excellent variety with level changes	Very Loud Easy to understand and follow Perfect pace throughout cheer

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