



## 2016-2017 SCHOOL ADVANCED CHEER JUDGING RANGES

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY
<b>2 - 3</b>	<b>2 - 3</b>	<b>2 - 3</b>
Extension preps or One Leg Variations Below Prep Level Extensions or One Leg Variations at Prep Level	Pyramids involving Extended Two Leg Stunts &/or One Leg Stunts at Prep Level Pyramids involving Extended One Leg Stunts	Cartwheels or Round-offs or Forward/Backward Rolls Round-off BHS or Standing BHS
<b>3 - 4</b>	<b>3 - 4</b>	<b>3 - 4</b>
Extended One Leg Stunts Required Dismount: Single Twist from Two Leg Stunts	Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences, at least one of which is a release pyramid transition & multiple extended structures.	Round-off BHS Back Tucks or Round-off Back Tucks or Standing BHS Series or Jump/BHS Combinations
<b>4 - 5</b>	<b>4 - 5</b>	<b>4 - 5</b>
ELITE SKILLS* Single Twist from One Leg Stunts or Extended Stunt Sequence performed by a Single Base, Unassisted	Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences, at least one of which is a braced flip transition/arm braced tick tock & multiple extended structures.	Layouts or Standing Backs or Standing BHS Back Tucks
<b>ADVANCED MAX SCORE - 5.0</b>	<b>ADVANCED MAX SCORE - 5.0</b>	<b>ADVANCED MAX SCORE - 5.0</b>

### TIMING (9.0-10.0)

Synchronization & Uniformity

### ROUTINE COMPOSITION (9.0-10.0)

Movements, Patterns & Spacing

### OVERALL APPEAL (9.0-10.0)

Overall Execution of Routine & Routine Appropriateness

### MOTION/DANCE (9.0-10.0)

Team's ability to incorporate level changes, transitions, foot & floorwork, visual movements with high levels of execution & motion technique will all be considered

### PERFORMANCE/SHOWMANSHIP (9.0-10.0)

Enthusiasm & energy shown throughout the routine

### SCHOOL REPRESENTATION (9.0-10.0)

Sportsmanship, image & performance integrity

### TOSSES

Tossed are not required but may be executed & scored under the pyramid section

### JUMP DIFFICULTY (4.0-5.0)

4.0 – Single Jump

4.2 – Double Jump combination of formations

4.4 – Triple Jump combinations with no variety of jumps

4.6 – Triple Jump combination with variety of jumps

4.8 – Quad Jump combinations or Triple Jump combination with single jump, no variety

5.0 – Quad Jump combination or Triple Jump combination with single jump, including variety

### STUNTS

Elite Stunt Skills Include, but are not limited to:

- Full Up Extended Position
- Release moved that land in an Extended Position
- Toss Extended Stunts
- Tick Tock Variations
- Other unique mounts & transitions of similar difficulty level.