

YCADA Show Cheer Level 2

CHOREOGRAPHY & OVERALL IMPRESSION - By MAJORITY of Team - Max Score: 10.0	
0.0	Zero skills performed
6.0 - 6.9	MINIMAL/INCONSISTENT - pace/flow of routine, transitions, synchronization, visual effects, level changes, roll offs, creativity, percent of team incorporation
7.0 - 7.9	MODERATE - pace/flow of routine, transitions, synchronization, visual effects, level changes, roll off, creativity, percent of team incorporation
8.0 - 8.9	GOOD - pace and flow of routine, transitions, synchronization, visual effects, level changes, roll offs, creativity, percent of team incorporation
9.0 - 10.0	EXCELLENT - pace and flow of routine, transitions, synchronization, visual effects, level changes, roll offs, creativity, percent of team incorporation
PERFORMANCE, SHOWMANSHIP & USE OF CHEER (IF INCLUDED) - By MAJORITY of Team - Max Score: 10.0	
0.0	Zero skills performed
6.0 - 6.9	MINIMAL/INCONSISTENT - quality of presentation, enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): MINIMAL/INCONSISTENT - incorporation of cheer, crowd effective material, crowd leading skills, voice projection/inflection, ability to lead crowd
7.0 - 7.9	MODERATE - quality of presentation, enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): MODERATE/CONSISTENT - incorporation of cheer, crowd effective material, crowd leading skills, voice projection/inflection, ability to lead crowd
8.0 - 8.9	GOOD - quality of presentation, enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): GOOD - incorporation of cheer, crowd effective material, crowd leading skills, voice projection/inflection, ability to lead crowd
9.0 - 10.0	EXCELLENT - quality of presentation, enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): EXCELLENT - incorporation of cheer, crowd effective material, crowd leading skills, voice projection/inflection, ability to lead crowd
DANCE - By MAJORITY of Team - Max Score: 9.0	
0.0	Zero skills performed
5.0 - 5.9	MINIMAL/INCONSISTENT - dance technique and placement. Lacking sharpness and overall motion control. Low energy/slow paced. Lacking creativity/variety in dance. Weak incorporation of dance visuals, transitions, level changes, footwork and floorwork
6.0 - 6.9	MODERATE - dance technique and placement. Moderate motion strength and sharpness in dance. Moderate energy/pace. Moderate creativity/variety in dance. Moderate incorporation of dance visuals, transitions, level changes, footwork and floorwork
7.0 - 7.9	GOOD - dance technique and placement. Good motion strength and sharpness in dance. Good energy/pace. Good creativity/variety in dance. Good incorporation of dance visuals, transitions, level changes, footwork and floorwork
8.0 - 9.0	EXCELLENT - dance technique and placement. Strong sharp dance. Excellent energy/pace. Excellent creativity/variety in dance. Excellent incorporation of dance visuals, transitions, level changes, footwork and floorwork
MOTIONS - By MAJORITY of Team - Max Score: 10.0	
0.0	Zero skills performed
12.0 - 12.9	MINIMAL/INCONSISTENT - motion technique. Lacking sharpness and controlled placement. Slow paced/low energy. Lacking variety with minimal to zero transitions and level changes.
13.0 - 13.9	MODERATE - motion technique. Moderate sharpness and controlled placement. Moderate pace/energy. Moderate variety with minimal transitions and level changes.
14.0 - 14.9	GOOD - motion technique. Good sharpness and controlled placement. Good pace/energy. Included variety and visuals with some transitions and level changes.
15.0 - 16.0	EXCELLENT - motion technique. Strong and sharp motions with excellent control. Fast paced and high energy. Excellent variety and visuals with multiple transitions and level changes.
JUMPS DIFFICULTY - Max Score: 10.0	
Advanced jumps include: Right Herkie, Left Herkie, Right Front Hurdler, Left Front Hurdler, Right Side Hurdler, Left Side Hurdler, Toe Touch, Pike, Double Nine	
Variety will be defined as 2 or more different jumps.	
Consecutive connected jumps will be defined as two or more jump(s) following continuously in an unbroken sequence.	
0.0	Zero skills performed
6.0	Must perform at least <u>ONE</u> of the following: • Basic jump(s) • 1 advanced jump by LESS THAN majority of team
7.0	1 synchronized advanced jump by majority of team
8.0	2 synchronized non-consecutive advanced jumps performed by less than majority of team
9.0	Must perform at least <u>ONE</u> of the following: • 2 synchronized non-consecutive advanced jumps by majority of team • 2 synchronized consecutive connected advanced jumps with NO VARIETY by majority of team
10.0	2 synchronized consecutive connected advanced jumps WITH VARIETY by majority of team
JUMPS EXECUTION/TECHNIQUE - Max Score: 1.0	
0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT
STUNTS DIFFICULTY - By MAJORITY of Team - Max Score: 15.0	
0.0 - 0.0	Zero skills performed
9.0 - 9.9	Knee level two leg stunt
10.0 - 10.9	Must perform at least <u>ONE</u> of the following: • Thigh level two leg stunt • Single twisting Barrel Rolls • Shoulder Sit • Superman transition • Swedish Falls
11.0 - 11.9	Must perform at least <u>ONE</u> of the following: • Prep level two leg stunt • Below prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Ground level inversion to load-in/sponge.
12.0 - 12.9	Must perform at least <u>ONE</u> of the following: • Prep level two leg stunt AND below prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • 1/4 twist mount to prep level stunt • 1/4 twist mount to extended level stunt
13.0 - 15.0	Must perform at least <u>ONE</u> of the following: • Prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - one variation required but multiple encouraged) AND extended two leg stunt • 1/2 twist mount to prep level • 1/2 twist mount to extended level stunt

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STUNTS EXECUTION/TECHNIQUE - Max Score: 1.0	
0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT
PYRAMIDS DIFFICULTY - Must Perform Skill at Least Once - Max Score: 15.0	
A pyramid will be defined as stunt(s) connected to other stunt(s) OR ground level individual(s).	
0.0 - 0.0	Zero skills performed
10.0 - 10.9	Below prep level stunts braced on both or one side
11.0 - 11.9	Prep level two leg stunts braced on both or one side
12.0 - 12.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> Extended two leg stunts braced on both or one side Prep level single leg stunts braced on both or one side
13.0 - 15.0	Extended single leg stunts braced on both or one side. This point range will be awarded to teams performing the highest skill LEGALLY possible with consideration given to teams with 5 or less members.
PYRAMIDS EXECUTION/TECHNIQUE - Max Score: 1.0	
0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT
DISMOUNTS DIFFICULTY - Max Score: 5.0	
0.0 - 0.0	Zero skills performed
1.0 - 1.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> Bump Down, ShoveWrap Pop Off by LESS THAN majority of team
2.0 - 2.9	Must perform <u>ONE</u> of the following: <ul style="list-style-type: none"> Bump Down, ShoveWrap Pop Off by majority of team
3.0 - 3.9	Straight Ride Cradles by majority of team
4.0 - 5.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> 1/4 Turn Cradles by majority of team Non-twisting Alternate Cradles (i.e. Toe Touch, Kick, Ball, Pike etc.) by majority of team
DISMOUNTS EXECUTION/TECHNIQUE - Max Score: 1.0	
0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT
TUMBLING DIFFICULTY - Max Score: 5.0	
0.0 - 0.0	Zero skills performed.
0.1 - 0.4	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> Forward/Backward Rolls by LESS THAN 1/4 of team Handstands by LESS THAN 1/4 of team.
0.5 - 0.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> Forward/Backward Rolls by at least 1/4 of team Handstands by at least 1/4 of team.
1.0 - 1.9	Cartwheels by 1/4 of team
2.0 - 2.9	Round Offs by 1/4 of team.
3.0 - 3.9	Front/Back Walkovers by 1/4 of team
4.0 - 5.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> Single Front/Back Handspring by 1/4 of team Jump to Back Handspring by 1/4 of team.
TUMBLING EXECUTION/ TECHNIQUE - Max Score: 1.0	
0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT
TOSSES DIFFICULTY - Max Score: 5.0	
0.0	Zero skills performed
3.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by LESS THAN 1/4 of team
4.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by LESS THAN majority but MORE THAN 1/4 of team
5.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by MAJORITY of team
TOSSES EXECUTION/TECHNIQUE - Max Score: 1.0	
0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT