

YCADA Show Cheer Level 3

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, floorwork 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, floorwork 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, floorwork 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, floorwork 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 • 2 synchronized non-consecutive advanced jumps by LESS THAN majority of team
7.0	Must perform at least <u>ONE</u> of the following: • 2 synchronized non-consecutive advanced jumps performed by majority of team • 3 synchronized non-consecutive advanced jumps by LESS THAN majority of team
8.0	Must perform at least <u>ONE</u> of the following: • 3 synchronized non-consecutive advanced jumps by majority of team • 2 or 3 synchronized consecutive connected advanced jumps by LESS THAN majority of team
9.0	2 or 3 synchronized consecutive connected advanced jumps with NO VARIETY by majority of the team
10.0	3 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
8.0 - 8.9	Must perform at least <u>ONE</u> of the following: • Knee level two leg stunt • Thigh level two leg stunt • Shoulder Sit • Swedish Falls • Non-twisting Superman transition
9.0 - 9.9	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.
10.0 - 10.9	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
11.0 - 11.9	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 - multiple variations encouraged) • Two leg extended stunt • 1/2 twist mount to prep level stunt
12.0 - 12.9	Must perform at least <u>ONE</u> of the following: • Extended Liberty • Ground level inversion directly to below prep level stunt • 1/2 twist Superman transition • 1/2 twist mount to two leg extended stunt • Forward Suspended Roll
13.0 - 15.0	Must perform at least <u>ONE</u> of the following: • Extended single leg stunt(s) (i.e. Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Full twist mount to prep level stunt • Ground level inversion directly to prep level stunt • 1/2 twist mount to extended single leg 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
8.0-8.9	Below prep level stunts braced on both or one side
9.0-9.9	Prep level stunts braced on both or one side
10.0-10.9	Extended two leg stunts braced on both or one side
11.0-11.9	Extended single leg stunts braced on both or one side
12.0-12.9	Release moves braced on both or one side that land in below prep level stunts or load-in/sponge
13.0 - 15.0	This point range will be awarded to teams performing the highest skill LEGALLY possible with consideration given to teams with 7 or less members Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Switch Up, Tic-Tocs (Low to High, High to Low, High to High), Eagle Up, Pike Up, Ball Up braced on BOTH sides that land at prep level or above stunts • 1/2 twist release moves braced on both sides that land in prep level or above stunts.

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 - By MAJORITY of Team - Max Score: 5.0	
0.0 - 0.0	Zero skills performed
0.5-0.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Bump Down • Shove Wrap • Pop Off
1.0-1.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Straight Ride Cradle from prep level or below stunts • 1/4 Turn Cradle from prep level or below stunts • Non-twisting Alternate Cradle (i.e. Toe Touch, Kick, Ball, Pike etc.)
2.0-2.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Straight Ride Cradle from extended stunts • 1/4 Turn Cradle from extended stunts
3.0-3.9	Single twist cradle from prep level two leg stunts
4.0 - 5.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Single twist cradle from extended two leg stunts • Single twist cradle from prep level single leg stunts

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 - By 1/4 of Team - Max Score: 5.0	
0.0 - 0.0	Zero skills performed
0.5-0.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Forward/Backward Rolls • Handstands
1.0 - 1.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Cartwheel • Round Off
2.0 - 2.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Front Walkovers • Back Walkovers
3.0 - 3.9	Single non-consecutive Front/Back Handsprings
4.0 - 5.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> • Front walkover through to single Back Handspring • Consecutive Handsprings Series • Aerials • Round Off Back Tuck • Round off Back Handspring Back Tuck • Running Front Tuck • Jump continuously to Back Handspring

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
2.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by LESS THAN majority of team
3.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by majority of team
4.0	Single trick non-twisting tosses (i.e. kick, pike, tuck, toe touch) by LESS THAN majority of team
5.0	Single trick non-twisting tosses (i.e. kick, pike, tuck, toe touch) 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