

SY 2017-2018 Hawaii State Cheerleading Scoring System

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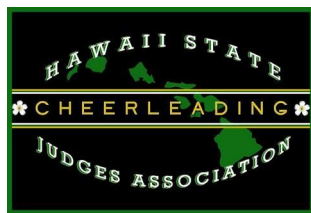
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PURPOSE

This packet was created for the cheerleading coaches of Hawaii in order to promote safe, fun, and well executed competition routines. It should be used as a guide to help create a routine that showcases cheerleaders' talents while maximizing the scoring system.

Table of Contents

<u>TEAM SKILL SHEET</u>	<u>3</u>
<u>JUDGE'S SCORE SHEET</u>	<u>3</u>
<u>MAJORITY</u>	<u>4</u>
<u>DIVISION SIZE</u>	<u>4</u>
<u>JUDGES</u>	<u>5</u>
<u>COMPETITION PROCEDURES AND CONDUCT</u>	<u>5</u>
<u>ROUTINE LOGISTICS</u>	<u>6</u>
<u>TIMING</u>	<u>6</u>
<u>PERFORMANCE AREA</u>	<u>6</u>
<u>RULES GOVERNING COMPETITIONS</u>	<u>7</u>
<u>SAFETY RULES</u>	<u>7</u>
<u>DEDUCTION TABLE</u>	<u>7</u>
<u>DEDUCTIONS DEFINITIONS</u>	<u>8</u>
<u>PROPS</u>	<u>8</u>
<u>REQUIRED SKILL ELEMENTS RUBRICS</u>	<u>9</u>
<u>JUMPS RUBRIC</u>	<u>9</u>
<u>STUNTS RUBRIC</u>	<u>10</u>
<u>PYRAMIDS RUBRIC</u>	<u>11</u>
<u>STANDING TUMBLING RUBRIC</u>	<u>12</u>
<u>RUNNING TUMBLING RUBRIC</u>	<u>13</u>
<u>BASKET TOSS</u>	<u>14</u>
<u>DANCE/MOTIONS RUBRIC</u>	<u>15</u>
<u>ROUTINE EXECUTION</u>	<u>16</u>
<u>ROUTINE CHOREOGRAPHY</u>	<u>16</u>
<u>OVERALL PERFORMANCE</u>	<u>16</u>
<u>APPENDIX</u>	
<u>BLANK TEAM SKILLS SHEET</u>	<u>17</u>
<u>EXAMPLE TEAM SKILLS SHEET</u>	<u>18</u>



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TEAM SKILL SHEET (See attached team skill sheet hyperlink in Appendix)

Teams are required to have their Team Skill Sheet completed by the start of their warm-up time. **2 points will be deducted for teams that do not comply with this request.**

JUDGE'S SCORE SHEET (See attached score sheets in Appendix)

Required Skill Elements: Motions, Jumps, Stunts, Pyramids, Standing Tumbling, Running Tumbling, Baskets, Dance	8 categories	10 points maximum;
Routine Execution: Timing/Synchronization, Spacing/Formations, Transitions, Motions, Expression/Showmanship	5 categories	10 points maximum
Routine Choreography: Flow of Routine, Crowd Leadership, Creativity, Voice/Projection	4 categories	10 points maximum
Overall Performance:	1 category	10 points maximum;

MAXIMUM POINTS Per Score Sheet: 180 points

MAXIMUM POINTS Total from all Judges: 540 points

Teams will place according to total points earned. In the case of a tie, the total points from the "Required Skill Elements" section on the score sheet will determine the winner. In the event of a second tie, the total points from the "Overall Performance" section on the score sheet will determine the winner. In the event of a third tie, the judges will rank the teams to determine the winner.

***Intermediate teams will NOT be scored on BASKETS. Maximum points: 170 points per score sheet, Maximum points: 510 points total per competition.

MAJORITY

MAJORITY is defined as 50% + 1 of the total members of the performing team. For Example: For a team of 12, majority is 7 or for a team of 11, majority is 6.

In order to get the highest range, the MAJORITY of the team must demonstrate the proper technique of the skill.

MAJORITY CHART			
Team Size	Majority	Team Size	Majority
1	1	11	6
2	2	12	7
3	2	13	7
4	3	14	8
5	3	15	8
6	4	16	9
7	4	17	9
8	5	18	10
9	5	19	10
10	6	20	11

Teams will be judged on the highest skill level in each category in which the MAJORITY of the team executes.

A team may only be given up to 4 points per Required Skill Element in TOTAL if the MAJORITY of the team DOES NOT execute a skill. A ZERO will be given to teams that omit any of the required skill elements.

DIVISION SIZE

As determined for State Competition Division.

Medium: 11 or fewer competitors

Large: 12-20 competitors

JUDGES

Performance Judges: Score the execution of Required Skill Elements, Routine Execution, and Routine Choreography during each team's performance. Each judge will also include an Overall Performance Score derived from the mode of all judged elements. A judging panel will consist of three (3) performance judges. In the event of two (2) performance judging panels, each panel will be assigned different divisions to judge (Intermediate/JV panel, Varsity panel). Performance judges will not be permitted to view a team's performance prior to the competition.

Range Judge: Determines the range score for all Required Skill Elements by evaluating team's highest skill executed by majority as defined by rubric. Each team will have the responsibility of completing their own Skills Sheet prior to competition. The Range Judge makes the final decision on all skill levels. The Range Judge will also watch performances prior to competition for the execution of all planned skills. *If a team does not execute during the performance as planned due to a number of unforeseen circumstances, the Range Judge has the responsibility to adjust the range score with Performance Judges.* In addition, the Range Judge oversees the consistency of scores among the performance judge panel(s).

Safety Judges: Ensures all routines comply with The National Federation of State High School Associations' ("NFHS") Spirit Rules Book, or "safety rules". There must be a total of three (3) Safety Judges per competition, one (1) of which will be the Head Safety Judge. Safety Judges will deduct points for any and all violations of safety rules during the competition. The Head Safety will assist in warm-ups and complete the safety deduction sheet during the competition.

All decisions by members of the Hawaii State Cheerleading Judges Association are final.

COMPETITION PROCEDURES AND CONDUCT

To ensure a positive experience for all attendees the following procedures have been put into place to keep competitions running smoothly without incident:

- During warm-ups, feedback on skill sheets, routines, and predetermined ranges will be discussed and shared **only** with the Head Coach of each squad.
- Once competition performances have commenced, participants, coaches and spectators are prohibited from making physical or verbal contact with the Judges.
- **Judges' rulings are final.**
- Any unruly, aggressive or belligerent behavior by participants, coaches and/or spectators towards any other attendee, event staff, or Judge may result in team deduction, potential team disqualification, and/or removal from the event.
 - "Any student-athlete or coach disqualified before, during, or after a state tournament game/match/event for unsportsmanlike conduct, flagrant verbal misconduct, or flagrant physical misconduct shall be disqualified from his/her next scheduled state tournament game/match/event for that sport. The student-athlete or coach has the right to appeal any such disqualification to an appeals committee for the particular sport. Should a student-athlete or coach be disqualified from the final state tournament game/match/event for that sport, said disqualification shall NOT carry over to the following school year's state tournament for that sport. Instead, the student-athlete or coach's league shall determine any appropriate penalty or sanction." (HHSAA State Cheerleading Packet)

ROUTINE LOGISTICS

- Squads shall perform one routine that incorporates all required skill elements.
- Squads must provide a non-squad member/athlete to assist in the operation of the performance audio.
- If a team's routine is interrupted due to failure of the competition equipment, facilities or other factors not attributable to the team, the team affected will be allowed to restart from the beginning after directed by Competition Coordinator.
- If a team's routine is interrupted due to the failure of operator or team equipment (phone, iPod, iPad etc.) performance time will not restart, and teams may receive time penalties should time requirements be exceeded.

TIMING

- Each team will have **two minutes and thirty seconds (2:30)** of performance time. Squads must not exceed a **maximum of one minute and thirty seconds (1:30)** of music and must perform a **minimum of thirty-five (0:35)** seconds for Cheer/Chant.
- Squads will have time to enter the performance area for the purpose of placing signs, megaphones and/or poms. (i.e. "props")
- Timing for performances will begin (1) upon the first note of music/ the first vocal command **or** (2) 10 seconds after team is announced to "take the floor", **whichever comes first.**
- All squad participants must start their routine in the performance area with at least one foot on the ground.
- Teams must exit the performance area immediately following the end of their routine. No organized exits or other activities are allowed after the official ending of the routine.

PERFORMANCE AREA

- All competition routines will take place within a matted 42ft. x 42ft area (7 mats). Mat panels will be placed with seams running toward the audience.
- Competition host schools must have safe mats and velcro strips prior to the competition date.
- Participants, coaches, and/or spectators are expected to maintain a boundary of 3 feet from the edge of the performance area (mat panels). Squads will not be allowed to begin their performance until performance boundaries are followed.

RULES GOVERNING COMPETITIONS

The National Federation of State High School Associations (NFHS) Spirit Rules Book shall govern the tournament, with Hawaii State Cheerleading Judges Association (HSCJA) modifications.

SAFETY RULES

- All squads will be required to comply with the current (2016-2017) NFHS Spirit Rules Book published by the National Federation of State High School Association.
- Any squad found in violation of the NFHS Spirit Rules Book or tournament's requirements will be assigned a penalty for each infraction.

DEDUCTION TABLE

- Performance Judges have the authority to make deductions from a team's performance in accordance with the HSCJA deduction sheet regarding **execution** only. Performance Judges will also be required to score using experience and sound judgement.
- Safety Judges may also make deductions before, during and immediately following a team's performance regarding **safety violations and/or missed and dropped skills** (as defined below) only.

Violation/Trick	Safety Judges	Performance Judges	Range Judges
Fallen stunt/pyramid	2 point deduction	Routine Execution and/or Routine Choreography	Range score may change depending on majority
Dropped stunt/pyramid	2 point deduction	Routine execution and/or routine choreography	Range score as needed
Missed Stunt	None	None	Range score as needed
Unintentional Cradle to stomach	5 point deduction	Routine Execution	None
Fallen Tumbling (knees before feet)	2 points deduction	Routine Execution	None
Dropped Tumbling	2 points deduction	Dictated by deduction sheet	Range score as needed
Missed Tumbling	None	None	Range score as needed

*Deduction Chart is subject to changes according to updated NFHS Spirit Rules Book.

DEDUCTIONS DEFINITIONS

Stunts/Pyramids

Definition: A **drop** stunt/pyramid is one in which the top person lands on the performing surface from an airborne position.

- A deduction specifically for the drop will be taken by the Head Safety Judge and recorded on team's safety score sheet.
- Early cradles will not be considered a drop, but as a timing issue and will be taken into consideration by the performance judges.
- Shaky stunts will not be considered a drop, but an execution issue and points will be deducted by the performance judges.
- If stunt or pyramid drops or falls, Range judge has the authority to lower range score during the performance.

Definition: A **missed** stunt/pyramid is any stunt that DOES NOT go up as planned as per Skills Sheet.

- A stunt or pyramid that is planned and not executed is considered a *missed* stunt.
- A stunt that was planned and stated on the skills sheet needed for a specific Range score, and is missed, may lower the Range score if majority is not met by squad.

Cradles

- Any missed cradle that unintentionally lands on it's stomach will be considered a safety violation and will receive a deduction of 5 points, documented on team's safety score sheet as an unintentional stomach cradle.
- Any cradles that rotate more than 1¼ rotation will receive a deduction of 5 points by the Head Safety Judge documented on team's safety score sheet.

Tumbling

- A deduction of 2 points will apply per dropped tumbling trick by the Head Safety Judge and recorded on team safety score sheet.

Definition: A **missed** tumbling skill is any standing or running tumbling that is NOT demonstrated at all.

- Example: A tumbler that planned to do a running pass but marks it (does not demonstrate the skill at all) will be considered a missed tumbling skill.
- If a team does not meet majority during performance, Range judge will lower range during performance.

PROPS

Each squad will be given time to enter the performances area for the purpose of placing signs, megaphones, and/or poms (i.e. "props".) Prior to the start of the routine, all props (e.g. poms, flags, signs, etc.) used in a routine must **start completely on** the competition surface at the beginning of the routine and picked up after the conclusion of the performance. Props that start partially off the competition surface will result in a 2-point boundary violation for EACH occurrence. As the routine progresses and the props are used they may be **gently tossed off** the competition surface.

If the props are in the way of the skills being performed, then a competitor may move the sign with their hands to a safe location with no safety violation. However, a deduction may be applied if moving the prop interferes with the safety of anyone on the competition surface and is stepped upon or over.

REQUIRED SKILL ELEMENTS RUBRICS

All squads must participate in a "warm-up" with the Range Judge to confirm Ranged skills on skills sheets. Use the following rubrics to determine your team's Range Scores prior to competition. These Range Scores represent the highest score a team can earn for each skill. Regardless of Ranged Score during warm-ups, if skill is not executed during performance by majority, then the Range Score will drop.

JUMPS RUBRIC

Definitions

- Consecutive: Without stopping (no movement) or extra bounce between jumps.
- Transition spins between jumps are not considered consecutive.

	Range 5	Range 6	Range 7	Range 8	Range 9	Range 10
J U M P S	One Novice	Two (2) Basic consecutive jumps and majority of jumps are level OR One Advanced Jump	Three (3) Basic consecutive jumps and majority of jumps are level OR Two Advanced Jumps	Two (2) Advanced jumps combined with 1 Basic jump of your choice. All jumps must be consecutive and in any order	One (1) Elite jump (majority level) OR Three (3) <u>Consecutive</u> Advanced jumps and majority of jumps are <u>level</u>	One (1) Elite jump (hyperextended) OR Three (3) <u>Consecutive</u> Advanced Jumps and majority of jumps are <u>hyperextended</u>

Novice Jumps	Basic Jumps	Advanced Jumps	Elite Jump
Tuck Hook Spread Eagle	Side Hurdler Front Hurdler Toe Touch	Double Toe Double 9 Pike Double Front Hurdler	Around the World (Pike through to Toe Touch)

STUNTS RUBRIC

Definition/Notes

- Transition(s) must occur between each stunt in the sequence(s).
- Transitions are defined as any level changing movement from one stunt to another.
 - Release Transitions are defined as transitions where base(s) lose direct contact with top person.
 - Non-Release Transitions are defined as transitions where base (s) maintain direct contact with top person.
- All stunts groups will NOT be defined by single base, multi base, or co-ed, but ranged according to difficulty of stunt sequence by majority.
- **Squads may only receive a Range 10 if stunt sequence maintains integrity of clear stunt/transition combinations. (No taps, no bounces, no pauses that slow or interrupt the sequence during performance.)**

	Range 6	Range 7	Range 8	Range 9	Range 10
S T U N T S E Q U E N C E	<p>Prep Level or below OR One Double legged extension</p> <p>WITH no less than two non-release transitions in sequence.</p>	<p>Two Double legged extensions OR Two single legged extensions</p> <p>WITH no less than two non-release transitions to complete sequence.</p>	<p>Three Single legged extension WITH no less than two non-release transitions.</p> <p>OR</p> <p>Toss Hands/Walk -Up press to extension</p>	<p>No less than three single legged extension WITH two transitions, <u>one must be a release transition.</u> (not including dismount)</p> <p>OR</p> <p>Toss Hands to prep, press up to single legged extension</p>	<p>Sequence that includes more than three single legged extensions WITH <u>two non-release transitions connected by a release transition.</u></p> <p>OR</p> <p>Toss Hands to single legged extension sequence of two or more positions with transitions</p>
D I S M O U N T	<p>-Pop Down -Bump Down -Straight Cradle</p>	<p>-Pop Down -Bump Down -Straight Cradle</p>	<p>-Straight Cradle -Single Twist Cradle</p>	<p>- Single Twist Cradle</p>	<p>- Single Twist Cradle</p>

PYRAMID RUBRIC

Pyramid will only be affirmed when top person connects with another top person during the performance. If no connection is visible, squad has not completed the “pyramid” skill, and may not earn Ranged Score.

DISMOUNTS: All pyramids must remain connected for the dip or pop of the dismount.

	Range 6	Range 7	Range 8	Range 9	Range 10
P R Y A M I D	Pyramid with at least one stunt at prep level	Pyramid with at least one extended one legged stunt	Pyramid with at least one extended leg stunt AND multiple transitions as part of the pyramid sequence one of which is a release pyramid transition	Pyramid with extended one leg stunts AND multiple transitions as part of the pyramid sequence AND at least one extended structure	Pyramid with extended one leg stunts AND multiple transitions at least one is an Inversion transition AND multiple extended structure sequence.
D I S M O U N T	-Pop Down -Smush -Retake	-Pop Down -Smush -Retake	-Straight Cradle	- Single Twist Cradle	- Single Twist Cradle

Definitions

Structure: Outside bracing stunt group(s) within a pyramid. Structures can be multiple groups, or change with sequence.

Multiple: More than one

STANDING TUMBLING RUBRIC

Stepping: unauthorized single (or more) step into a standing tumbling trick.

"Stepping" into standing tumbling changes skill from "Standing Tumbling" to "Running Tumbling"

Range Judge will have the authority to change Range score mid competition if the majority of the team, while competing, steps into standing tumbling.

S T A N D I N G T U M B L I N G	Range 5	Range 6	Range 7	Range 8	Range 9	Range 10
	Forward Roll OR Backward Roll OR Cartwheel OR Round-Off	Hand-stand Forward Roll OR Backwards Extension Roll OR Front/Back Walkover	Back Handspring	Series of 2 or more consecutive Back Handsprings OR Single Back Handspring WITH Advanced Jump before or after	Front Tuck, Back Tuck, BHS Tuck	Standing Full, Standing Pike, BHS Pike, BHS Layout, or Higher difficulty OR One of the Range 9 tricks WITH an Advanced jump before or after (level)

*Range Judge will have the authority to drop range if during performance the majority of a squad "steps" into standing tumbling.

RUNNING TUMBLING RUBRIC

Running Tumbling must have steps that lead into trick.

Range score will be determined according to the lowest range that majority of squad are able to perform.

R U N N I N G T U M B L I N G	Range 5	Range 6	Range 7	Range 8	Range 9	Range 10
	Cartwheel OR Roundoff	Aerial OR Front Walkover Roundoff	Roundoff Back Handspring OR Front Walkover Roundoff Back Handspring	Roundoff Back Handspring series (2 or more) OR Roundoff Back Tuck OR Front Walkover Roundoff Back Handsprings (2 or more)	Roundoff Back Handspring Back Tuck OR Front Tuck Roundoff Back Handspring(s) OR Roundoff Layout OR Roundoff Full	Roundoff Back Handspring Layout OR Roundoff Back Handspring Full OR Front Tuck Arabian Roundoff Back Handspring Back Tuck

BASKET TOSS RUBRIC

Teams will need to make majority with their basket toss by having enough groups to satisfy majority. If teams need to have two groups, they do not need to perform both baskets at the same point in routine. Judges may ask to see both groups at the same time in warm-ups.

	Range 5	Range 6	Range 7	Range 8	Range 9	Range 10
B A S K E T T O S S With or Without a Front	Basic Straight Ride	Toe Touch OR Pike WITH Straight Ride	Kick OR Ball Out OR "Pretty Girl" WITH Straight Ride	Two Trick Combination (ex: Double Toe Touch, Pike X-Out, Kick-Kick, etc.) WITH Straight	Any Trick WITH Single Twist (Before or After Trick)	Two Trick Combination WITH Single Twist (Before or After Tricks)

VIOLATIONS

- Teams may not rotate more than 1¼ twist. 5 point deduction
- Intermediate teams are not allowed to include baskets in routines.

DANCE and MOTIONS RUBRIC

Use this Rubric to determine both Dance and Motions Skills.

Variety/Dance Techniques: The different types of dance movement demonstrated, including, but not limited to: hip hop, jazz, ballet, pom, high kicks, modern, etc.

Creativity: The use of visual and dance techniques (i.e. level changes, ripples, footwork, formation changes, floorwork) to demonstrate dance/motion difficulty.

Elements: The difficulty of motions, arm level changes and footwork counted within a two 8-count section by majority.

MOTIONS

Motions will be measured in Creativity and Elements only.

DANCE

Dance will be measured by Variety/Dance Technique, Creativity and Elements.

Squads will be responsible for selecting two 8 counts of their dance to be ranged and counted by Range Judge. Coaches may count along with Range Judge to ensure a correct evaluation and Range score.

*Performance judges will not be informed of specific 8 counts, therefore, Performance Judges will judge the execution of both dance and motions throughout entire routine. .

Dance	Range 6	Range 7	Range 8	Range 9	Range 10
Variety	Dance technique(s) with precision and form demonstrating different types such as: hip hop, jazz, ballet, pom, high kicks, modern,				
Creativity	None	Minimal	Moderate	Complex	Maximum
Elements	8-10	11-15	16-20	21-25	26-32

Inappropriateness: Deductions will be given for vulgar or suggestive choreography, which includes, but is not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another.

ROUTINE EXECUTION (10 points each)

TIMING/SYNCHRONIZATION: The overall timing and synchronization throughout the routine.

SPACING/FORMATIONS: The use of floor space including, but not limited to the following: variety of formations, accuracy of spacing between each person and row, as well as maintaining center.

TRANSITIONS: The way the routine is choreographed to move from one element to another.

MOTIONS: The consistency, accuracy and sharpness of motions throughout the routine. (Not to be confused with the count of Motions in the Skills section.)

EXPRESSION/SHOWMANSHIP: Using genuine, natural smiles and facials while maintaining good eye contact with the judges and crowd. Teams are expected to show spirit, pride and confidence while having fun with the performance. Judges may take off for overselling, sticking tongues out, excessive winking, excessive puckering of lips, licking of the lips and silent cheerleaders.

ROUTINE CHOREOGRAPHY (10 points each)

FLOW OF ROUTINE: Is the way each section of the routine is blended together to create a seamless performance.

CROWD LEADERSHIP: Showing spirit, pride and confidence in leading the crowd to interact and respond to a sideline or cheer with the use of signs, megaphones, poms, etc. performance will be judged upon how the crowd is lead **not** how loud the crowd cheers along.

CREATIVITY: Different and new ideas with variety of skills. Good use of team skills that make the routine visual and appealing as well as unique and original.

VOICE/PROJECTION: Enunciated words, loud volume, comfortable tonality, devoid of sing song pattern, is consistent throughout routine. Having a variety of pitch without going too high or too low that emphasizes key words such as school mascot, school name, school colors, the end of a cheer, etc.

OVERALL PERFORMANCE (10 points each)

OVERALL PERFORMANCE: Overall performance score will be on a scale of 1-10, given by individual judge based upon mode of scores earned by team and given by Judge.

Team Name: Hawai'i High School # of cheerleaders competing: 8 Majority: 5

Skill	Description of Skill	Target Range
Standing Tumbling	3- Standing Back Handspring Pikes 2- Standing Full's 3- Back Handspring Tucks	10
Jumps	5- Double Toe, Double 9, Double Front Hurdler 3- Double Toe, Double 9, Toe Touch	10
Motions	26 count of combo motions with ripples, footwork, and formation change	10
Stunts	Tick Tock Up Heel Stretch, Powerpress, Scorpion, Powerpress, Bow and Arrow, Arabesque Full Down	10
Running Tumbling	5- Round-off Back handspring Full 3- Round-off Back Tuck	9
Basket Toss	Hitch Kick Full	10
Pyramid	Inversion to a Prep, with structure full up to a immediate hitch Smoosh, then up to heal stretch, structure smoosh to prep 2 Full Downs	10
Dance	includes level changes, combination motions, combination motions, footwork, level change, floor work, formation change with 32 counts within 2-8 count	10

