



2022 - 2023 HHSAA Cheerleading Scoring System

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - BUILDING

STUNT DIFFICULTY

Stunt skills will only receive full credit if they show control

2.0	MOST of the team does not meet a 2.5 - 4.0 difficulty requirement
2.5	3 different Level A skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
3.0	3 different Level B skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
3.5	3 different Level C skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
4.0	3 different Level D skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes

COED STYLE STUNT DIFFICULTY

Required for Coed teams only

0.2	Level A coed style skill and required number of stunts performed
0.3	Level B coed style skill and required number of stunts performed
0.4	Level C coed style skill and required number of stunts performed
0.5	Level D coed style skill and required number of stunts performed

STUNT DIFFICULTY DRIVERS

Once a Stunt Difficulty score is determined, drivers are awarded based on the following three criteria:

1. Degree of Difficulty
2. Max Participation
3. Pace and Connection

Each driver category has a maximum number of points, outlined in the charts below for a total of 1.5 points.

1. DEGREE OF DIFFICULTY (0 - 0.3)

	Advanced Skill by MOST		Elite Skill by MOST
Skill 1	0.1	OR	0.2
Skill 2	0.1	OR	0.2
Skill 3	0.1	OR	0.2
Coed Skill	0.1	OR	0.2

2. MAX PARTICIPATION (0 - 0.6)

Rippled or synchronized in the same section without recycling athletes

Level Skill by MAX groups	0.2
Advanced Level Skill by MAX groups	0.4
Elite Level Skill by MAX groups	0.6

3. PACE & CONNECTION (0 - 0.1)

Majority of the sequence(s) has a consistent/quick pace & connection	0.1
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PYRAMID DIFFICULTY

1.5	3 different Level A skills and 2 structures performed by MOST of the team, where one skill must be from the Roll/Flip category
2.0	3 different Level B skills and 2 structures performed by MOST of the team, where one skill must be from the Roll/Flip category,
2.5	3 different Level C skills and 2 structures performed by MOST of the team, where one skill must be from the Roll/Flip category
3.0	3 different Level D skills and 2 structures performed by MOST of the team, where one skill must be from the Roll/Flip category

PYRAMID DRIVERS

Once a Pyramid Difficulty score is determined, drivers are awarded based on the following three criteria:

1. Degree of Difficulty
2. Multiple Top People Utilized
3. Pace & Connection (level and non-level)

Each driver category has a maximum number of points, outlined in the charts below for a total of 1.0 point.

1. DEGREE OF DIFFICULTY (0 - 0.6)

	Advanced Skill by MOST		Elite Skill by MOST
Skill 1	0.1	OR	0.2
Skill 2	0.1	OR	0.2
Skill 3	0.1	OR	0.2

2. MULTIPLE TOP PEOPLE UTILIZED (0 - 0.3)

Level Skill by at least two top people performed simultaneously	0.1
Advanced Level Skill by at least two top people performed simultaneously	0.2
Elite Level Skill by at least two top people performed simultaneously	0.3

3. PACE & CONNECTION (0 - 0.1)

Majority of the pyramid(s) has a consistent/quick pace & connection	0.1
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BUILDING QUANTITY CHART

# OF ATHLETES	# OF GROUPS	
	MOST	MAX
5 - 11	1	2
12 - 15	2	3
16 - 19	3	4
20 - 23	4	5

COED QUANTITY CHART

# OF MALES	# OF STUNTS
1 - 3	1
4 - 5	2
6 - 7	3
8 - 9	4
10 - 11	5

STUNT DIFFICULTY COED CREDIT

- Only skills listed under Coed Style will count.
- Rippled or synchronized in the same section without recycling athletes.
- Stunts must be held for 4 counts. These counts will start once the stunt hits the intended level.
- Coed stunts must dismount / pop off to the performance surface to receive full coed credit.
- Coed stunts that become a pyramid will not receive coed credit.

COED STYLE

- Based on a group of: Base, Top Person, & Spotter
- Entry must be a Toss of Walk-In
 - *Toss:* Top person starts with both feet on the performance surface. Base starts with hands on the top person's waist. Spotter may not start under the top person's foot.
 - *Walk In:* Top person and base start facing each other with one foot loaded in.
- Base must be directly under the stunt.
- Base and spotter may not be chest to chest.

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - TUMBLING & JUMPS

STANDING TUMBLING DIFFICULTY

0.0	MAJORITY of the team does not meet a 0.5 - 2.0 standing tumbling difficulty requirement
0.5	MAJORITY of the team performs a Level A standing tumbling skill simultaneously
1.0	MAJORITY of the team performs a Level B standing tumbling skill simultaneously
1.5	MAJORITY of the team performs a Level C standing tumbling skill simultaneously
2.0	MAJORITY of the team performs a Level D standing tumbling skill simultaneously

RUNNING TUMBLING DIFFICULTY

0.0	MAJORITY of the team does not meet a 0.5 - 2.0 running tumbling difficulty requirement
0.5	MAJORITY of the team performs a Level A running tumbling pass simultaneously
1.0	MAJORITY of the team performs a Level B running tumbling pass simultaneously
1.5	MAJORITY of the team performs a Level C running tumbling pass simultaneously
2.0	MAJORITY of the team performs a Level D running tumbling pass simultaneously

TUMBLING DIFFICULTY DRIVERS

Once a Tumbling Difficulty score is determined, each stunt skill/pass will be evaluated based on the following two criteria:

1. Max Participation
2. Additional Tumbling Skills

Each category has a maximum number of points, outlined in the charts below for a total of 1.0 point.

1. MAX PARTICIPATION (0 - 0.4)

Synchronized in the same section without recycling athletes

Level Skill/Pass by MOST	0.05
Level Skill/Pass by MAX	0.1
Advanced Level Skill/Pass by MAJORITY	0.15
Advanced Level Skill/Pass by MOST	0.2
Advanced Level Skill/Pass by MAX	0.25
Elite Level Skill/Pass by MAJORITY	0.3
Elite Level Skill/Pass by MOST	0.35
Elite Level Skill/Pass by MAX	0.4

2. ADDITIONAL TUMBLING SKILLS (0 - 0.6)

Any additional standing or running tumbling skills/passes performed earn an extra 0.1, maxing out at an extra 0.6 for each tumbling category.

- Tumbling skills/passes performed must be different and more difficult than the synchronized skill/pass performed by the team for the initial difficulty score.
- Additional tumbling skills can be performed simultaneously, but is not required.

JUMP DIFFICULTY

Jumps must use a whip approach to be considered connected.

0.5	MAX of the team performs 2 connected jumps. Must be synchronized and include variety.
1.0	MAX of the team performs 3 connected jumps or 2 connected jumps plus 1 additional jump. Must be synchronized and include variety.

JUMPS

- Jumps: Toe Touch, Right/Left Hurdles (front or side), Pike
- Variety is defined as at least 2 different jumps. Performing the same jump with different legs does not constitute variety (e.g. right/left hurdler).
- Jump skills must land on both feet to receive difficulty credit (e.g. jumps that land on knees or seat will not count).

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5 - 11	5	6	7
12 - 15	6	7	9
16 - 19	8	10	12
20 - 23	10	13	16

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - EXECUTION

EXECUTION - STUNT & PYRAMID

4.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <p>Scores will start at a 4.0 and may be reduced by 0.1, 0.2, or 0.3 based on the lack of technical execution of each driver.</p> <ul style="list-style-type: none"> ● 0.1 - Minor technique issues by the team, not just 1 athlete in Stunt and/or Pyramid ● 0.2 - Multiple technique issues by the team ● 0.3 - Widespread technique issues by the team ● No more than 0.3 will be taken off for a single driver ● Stylistic differences will not factor into a team's Execution score.
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STUNT/PYRAMID DRIVERS

Each driver may include, but is not limited to the examples below:

Top Person	<ul style="list-style-type: none"> ● Body control ● Uniform flexibility ● Legs straight/locked and toes pointed
Bases / Spotters	<ul style="list-style-type: none"> ● Stability of the stunt ● Solid stance ● Feet stationary
Transitions	<ul style="list-style-type: none"> ● Entries ● Dismounts ● Control from skill to skill
Synchronization	<ul style="list-style-type: none"> ● Timing <p>*Teams that do not perform at least one level appropriate skill/transition by 2 or more groups in Stunt or Pyramid will automatically receive 0.3 off for Synchronization.</p>

ADDITIONAL INFORMATION

- *Body Positions*: Stretch, Overstretch, Arabesque, Scale, Scorpion
- Liberty and platform are not considered body positions

EXECUTION - TUMBLING & JUMPS

2.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <p>Scores will start at a 2.0 and may be reduced by 0.1, 0.2, or 0.3 based on the lack of technical execution of each driver.</p> <ul style="list-style-type: none"> ● 0.1 - Minor technique issues by the team, not just 1 athlete in Tumbling and/or Jumps ● 0.2 - Multiple technique issues by the team ● 0.3 - Widespread technique issues by the team ● No more than 0.3 will be taken off for a single driver ● Stylistic differences will not factor into a team's Execution score.
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STANDING/RUNNING TUMBLING DRIVERS

Each driver may include, but is not limited to the examples below:

Approach	<ul style="list-style-type: none"> ● Arm placement into a pass/skill ● Swing/prep ● Chest placement
Body Control	<ul style="list-style-type: none"> ● Head placement ● Arm/shoulder placement in skills ● Hips ● Leg placement in skills ● Layouts executed in a pike position ● Control from skill to skill in a pass ● Pointed toes
Landings	<ul style="list-style-type: none"> ● Controlled ● Chest placement ● Finished pass/skill ● Incomplete twisting skills
Synchronization	<ul style="list-style-type: none"> ● Timing <p>*Teams that do not perform at least one level appropriate skill/pass synchronized in a group will automatically receive 0.3 off for Synchronization.</p>

JUMP DRIVERS

Each driver may include, but is not limited to the examples below:

Arm Placement	<ul style="list-style-type: none"> ● Approach ● Consistent entry ● Swing/prep ● Arm position within jump(s)
Leg Placement	<ul style="list-style-type: none"> ● Straight legs ● Pointed toes ● Hip placement/rotation/hyperextension ● Height ● Legs/feet together ● Chest placement ● Landings
Synchronization	<ul style="list-style-type: none"> ● Timing (The value deducted will not exceed 0.1)

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - OVERALL

DANCE & SHOWMANSHIP

Dance will be evaluated as a team's ability to demonstrate a high level of energy and entertainment value while incorporating a variety of difficult elements and demonstrating strong execution based on the elements below.

0.5 - 1.0	DIFFICULTY	Visual elements - Variety of levels - Formation changes - Footwork - Floorwork - Partner work - Pace
0.5 - 1.0	EXECUTION	Technique - Showmanship - Motion strength & placement - Synchronization

FORMATIONS, TRANSITIONS, & CREATIVITY

1.0 - 2.0	<p>This category is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge(s) and is based on the team's incorporation of innovative, visual, and intricate ideas throughout the music portion of the routine. Each judge is looking specifically at the skill sections that pertain to their respective categories as defined below</p> <p>Building Judge: Incorporation of creative, innovative, and visual elements in the entries, transitions, and dismounts of all Building skills. This includes both level and non-level appropriate skills.</p> <p>Tumbling Judge: Incorporation of clear, visual tumbling patterns that enhance the skills performed.</p> <p>Overall Judge: Innovative, visual, and intricate ideas as well as any additional skills performed that enhance the overall appeal and flow of the routine. This judge's score encapsulates the entire music portion of the routine from start to finish.</p>
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2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - CHEER

CHEER

The cheer portion of the routine focuses on the five main aspects of game day/crowd leadership listed in the categories below. Each category has a checklist of three required items, each 1.0 point. If the checklist item is met, the 1.0 is awarded. If the checklist item is not met, the 1.0 is not awarded.

3.0	PROP USAGE	<input type="checkbox"/> Props are spread throughout the entire performance surface to engage as much of the crowd as possible. <input type="checkbox"/> Poms & signs are used by top people in stunts and by athletes on the ground simultaneously. <input type="checkbox"/> Props are utilized correctly to instill a natural response from the crowd.
3.0	ABILITY TO LEAD CROWD	<input type="checkbox"/> High energy by every athlete throughout the entire cheer. <input type="checkbox"/> Motions are simple, sharp, and used to help lead the crowd. <input type="checkbox"/> Words throughout the entire cheer are meant for a crowd response, and not meant to tell a story.
3.0	VOICE & FLOW OF WORDS	<input type="checkbox"/> There is strong voice inflection on call back words. <input type="checkbox"/> Voices stay strong, loud, and clear throughout the entire cheer (words do not drag out). <input type="checkbox"/> Words and tempo are easy for the crowd to catch onto and follow.
3.0	USE OF SKILLS TO LEAD CROWD	<input type="checkbox"/> All stunts and/or standing tumbling skills are used to enhance a response from the crowd. <input type="checkbox"/> All skills are built and performed at the appropriate times of the cheer (not built or performed during call backs). <input type="checkbox"/> All skills are easy to watch and do not distract from the cheer.
3.0	EXECUTION	<input type="checkbox"/> All skills performed are executed without bobbles or falls. <input type="checkbox"/> All skills are used to help lead the crowd and do not distract the crowd. <input type="checkbox"/> All skills are performed with proper technique, spacing, and synchronization and/or ripples.

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - LEVEL APPROPRIATE SKILLS (STUNT)

INVERSION	RELEASE	TWISTING	OTHER	COED STYLE	DISMOUNT/TOSS
LEVEL A					
<ul style="list-style-type: none"> Shoulder Inversion to Load Position 	<ul style="list-style-type: none"> Quick Toss to Load Position 	<ul style="list-style-type: none"> ¼ Up to Prep 	<ul style="list-style-type: none"> Shoulder Sit Thigh Stand Prep 	<i>ASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Chair 	<ul style="list-style-type: none"> Bump Down/Pop Off Straight Cradle from Prep
LEVEL A ADVANCED					
<ul style="list-style-type: none"> Shoulder Inversion to Prep Level 	<ul style="list-style-type: none"> Ball Up to Load Position 	<ul style="list-style-type: none"> ½ Up to Prep 	<ul style="list-style-type: none"> Extension 	<i>ASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Hands <i>UNASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Chair 	<ul style="list-style-type: none"> Straight Cradle from Extension Cradle to Prone from Prep ½ Turn to Cradle from Prep
LEVEL A ELITE					
<ul style="list-style-type: none"> Ground Inversion to Load Position (<i>Ex: RO Up, BHS Up, FHS Up</i>) 	<ul style="list-style-type: none"> Load to Load ½ Up Release 	<ul style="list-style-type: none"> ½ Up to Extension 	<ul style="list-style-type: none"> Shoulder Stand 	<i>UNASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Hands 	<ul style="list-style-type: none"> Cradle to Prone from Extension ½ Turn to Cradle from Extension

INVERSION	RELEASE	TWISTING	OTHER	COED STYLE	DISMOUNT/TOSS
LEVEL B					
<ul style="list-style-type: none"> Shoulder Inversion to Extended Platform Released Ground Inversion to Load Position (<i>Ex: RO Up, BHS Up, FHS Up</i>) 	<ul style="list-style-type: none"> Quick Toss to Prep Ball Up to Prep Load to Prep ½ Up Release 	<ul style="list-style-type: none"> Full Up Variation to Prep (<i>Ex: Cross Leg, Ruby Slipper, etc.</i>) 	<ul style="list-style-type: none"> Extended Liberty/Body Position Double Based Prep 	<i>ASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Hand Press to Extension 	<ul style="list-style-type: none"> Full Down from Prep Rewind to Load/Ground from Prep Waterfall/Cartwheel from Prep Suspended Roll Straight Ride Basket
LEVEL B ADVANCED					
<ul style="list-style-type: none"> Shoulder Inversion to Extended Liberty Ground Inversion to Prep Level (<i>Ex: RO Up, BHS Up, FHS Up</i>) 	<ul style="list-style-type: none"> Switch Up to Extended Liberty Load to Extension ½ Up Release 	<ul style="list-style-type: none"> Full Up Variation to Extension (<i>Ex: Cross Leg, Ruby Slipper, etc.</i>) 1.5 Up Variation to Prep Full Up to Prep ½ Up to Liberty <i>OR</i> Body Position 	<ul style="list-style-type: none"> Double Based Prep to Extension Double Based ½ Up Prep 	<i>ASSISTED</i> <ul style="list-style-type: none"> Walk In Extension 	<ul style="list-style-type: none"> Full Down from Extension Rewind from Extension to Load/Ground Waterfall/Cartwheel from Extension Suspended Roll with ½ Twist Single Trick Basket (No Twist)
LEVEL B ELITE					
<ul style="list-style-type: none"> Shoulder Inversion to Extended Body Position Released Shoulder Inversion to Prep Level 	<ul style="list-style-type: none"> Quick Toss to Extension Switch Up to Extended Body Position Ball Up to Extension Load to Prep Full Up Release 	<ul style="list-style-type: none"> 1.5 Up Variation to Extension Full Up Variation to Liberty <i>OR</i> Body Position (<i>Ex: Cross Leg, Ruby Slipper, etc.</i>) 	<ul style="list-style-type: none"> Double Based Extension Double Based ½ Up Prep to Extension 	<i>UNASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Hand Press to Extension Walk In to Extension 	<ul style="list-style-type: none"> Full Down from Extended Liberty <i>OR</i> Body Position Rewind from Extended Liberty to Load/Ground Waterfall/Cartwheel from Extended Liberty <i>OR</i> Body Position Suspended Roll with Full Twist

INVERSION	RELEASE	TWISTING	OTHER	COED STYLE	DISMOUNT/TOSS
LEVEL C					
<ul style="list-style-type: none"> Released Shoulder Inversion to Extended Platform Released Ground Inversion to Prep Level (Ex: RO Up, BHS Up, FHS Up, Flip Flop) 	<ul style="list-style-type: none"> Quick Toss to Extended Liberty ½ Twisting Switch Up to Extended Liberty Low to High Tick Tock - Liberty to Liberty Ball Up to Extended Liberty Prep to Prep Full Around Release 	<ul style="list-style-type: none"> 1.5 Up Variation to Extended Liberty OR Body Position Full Up to Extension 1.5 Up to Prep 	<ul style="list-style-type: none"> Double Based Extended Liberty OR Body Position Double Based ½ Up to Extension 	<i>ASSISTED</i> <ul style="list-style-type: none"> Walk In/Toss Hands Press Extended Single Leg/Single Arm 	<ul style="list-style-type: none"> Pancake Single Twist Basket (No Trick)
LEVEL C ADVANCED					
<ul style="list-style-type: none"> Released Shoulder Inversion to Extended Liberty Ground Inversion to Extended Platform (Ex: RO Up, BHS Up, FHS Up) Hand in Hand to Prep Level 	<ul style="list-style-type: none"> Quick Toss to Extended Body Position ½ Twisting Switch Up to Extended Body Position Low to High Tick Tock - Liberty to Body Position High to High Tick Tock - Liberty to Liberty Ball Up to Extended Body Position 	<ul style="list-style-type: none"> Full Up to Liberty 	<ul style="list-style-type: none"> Double Based Prep to Extended Liberty OR Body Position Double Based Full Up Prep to Extension 	<i>ASSISTED</i> <ul style="list-style-type: none"> Toss Extension Walk In Extended Single Leg/Single Arm 	<ul style="list-style-type: none"> Kick Full Basket
LEVEL C ELITE					
<ul style="list-style-type: none"> Released Shoulder Inversion to Extended Body Position Ground Inversion to Extended Liberty OR Body Position (Ex: RO Up, BHS Up, FHS Up) 	<ul style="list-style-type: none"> Full Twisting Switch Up to Extended Liberty Low to High Tick Tock - Body Position to Body Position High to High Tick Tock - Liberty to Body Position 	<ul style="list-style-type: none"> Full Up to Body Position 1.5 Up to Extension Low to High Full Around to Extended Liberty OR Body Position 	<ul style="list-style-type: none"> Double Based Full Up to Extension Double Based Switch Up to Extended Liberty OR Body Position Double Based ½ Up to Extended Liberty OR Body Position 	<i>UNASSISTED</i> <ul style="list-style-type: none"> Toss Extension Walk In/Toss Hands Press Extended Single Leg/Single Arm Walk In Extended Single Leg/Single Arm 	<ul style="list-style-type: none"> Hitch Kick Full Basket

INVERSION	RELEASE	TWISTING	OTHER	COED STYLE	DISMOUNT/TOSS
LEVEL D					
<ul style="list-style-type: none"> Released Ground Inversion to Extended Platform (<i>Ex: RO Up, BHS Up, FHS Up, Flip Flop</i>) Hand in Hand to Extended Platform 	<ul style="list-style-type: none"> Quick Toss Full Up to Extension Full Twisting Switch Up to Extended Body Position High to High Tick Tock - Body Position to Body Position Low to High Full Around Release to Extension 	<ul style="list-style-type: none"> High to High Full Around to Extension Low to High Full Around in Liberty 1.5 Up to Extended Liberty <i>OR</i> Body Position 1.5 Around to Extension Double Up to Extension 	<ul style="list-style-type: none"> Double Based Full Up to Low to High Full Around to Extension Extended Liberty <i>OR</i> Body Position Double Based Low to High Full Around to Extended Double Based ½ Switch Up to Extended Liberty <i>OR</i> Body Position Double Based Low to High Tick Tock to Liberty <i>OR</i> Body Position 	<i>ASSISTED</i> <ul style="list-style-type: none"> Toss Extended Single Leg Toss Extended Single Arm 	<ul style="list-style-type: none"> Kick Kick Full Basket
LEVEL D ADVANCED					
<ul style="list-style-type: none"> Released Ground Inversion to Extended Liberty (<i>Ex: RO Up, BHS Up, FHS Up, Flip Flop</i>) Hand in Hand to Extended Liberty 	<ul style="list-style-type: none"> Quick Toss Full Up to Extended Liberty Low to High Full Twisting Tick Tock to Liberty <i>OR</i> Body Position Full Twisting Ball Up to Extension Low to High Full Around Release to Liberty <i>OR</i> Body Position High to High Full Around Release to Extension 	<ul style="list-style-type: none"> High to High Full Around to Extended Liberty <i>OR</i> Body Position 1.5 Around to Extended Liberty <i>OR</i> Body Position Double Up to Extended Liberty <i>OR</i> Body Position Double Around to Extension 	<ul style="list-style-type: none"> Double Based Low to High Full Around to Extended Liberty <i>OR</i> Body Position Double Based High to High Full Around to Extension Double Based High to High Tick Tock to Liberty <i>OR</i> Body Position 	<i>ASSISTED</i> <ul style="list-style-type: none"> Toss Full Up to Extended Inversions to Extended Level (<i>Ex: RO Up, BHS Up, Hand in Hand</i>) 	<ul style="list-style-type: none"> Kick Full from Prep Level Liberty <i>OR</i> Body Position
LEVEL D ELITE					
<ul style="list-style-type: none"> Released Ground Inversion to Extended Body Position (<i>Ex: RO Up, BHS Up, FHS Up, Flip Flop</i>) Hand in Hand to Extended Body Position 	<ul style="list-style-type: none"> Quick Toss Full Up to Extended Body Position High to High Full Twisting Tick Tock to Liberty <i>OR</i> Body Position Full Twisting Ball Up to Extended Liberty <i>OR</i> Body Position High to High Full Around Release to Liberty <i>OR</i> Body Position 	<ul style="list-style-type: none"> High to High Full Around in Liberty Double Around to Extended Liberty <i>OR</i> Body Position 	<ul style="list-style-type: none"> Double Based High to High Full Around to Extended Liberty <i>OR</i> Body Position Double Based Full Twisting Switch Up to Extended Liberty <i>OR</i> Body Position 	<i>UNASSISTED</i> <ul style="list-style-type: none"> Toss Extended Single Leg Toss Extended Single Arm Toss Full Up to Extended Inversions to Extended Level (<i>Ex: RO Up, BHS Up, Hand in Hand</i>) 	<ul style="list-style-type: none"> Kick Full from Extended Liberty <i>OR</i> Body Position

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - LEVEL APPROPRIATE SKILLS (PYRAMID)

INVERSION	RELEASE	TWISTING	OTHER	ROLL/FLIP (# of Bracers)
LEVEL A				
<ul style="list-style-type: none"> Level A Inversion Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Release Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Twisting Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Other Stunt with One <i>OR</i> Two Bracers 	
LEVEL A ADVANCED				
<ul style="list-style-type: none"> Level A Inversion Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Release Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Twisting Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Other Advanced Stunt with One <i>OR</i> Two Bracers 	
LEVEL A ELITE				
<ul style="list-style-type: none"> Level A Inversion Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Release Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Twisting Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level A Other Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Roll to Cradle (1)

INVERSION	RELEASE	TWISTING	OTHER	ROLL/FLIP (# of Bracers)
LEVEL B				
<ul style="list-style-type: none"> Level B Inversion Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Release Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Twisting Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Other Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Load landing in Cradle <i>OR</i> Prone (2)
LEVEL B ADVANCED				
<ul style="list-style-type: none"> Level B Inversion Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Release Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Twisting Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Other Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Load landing in Cradle <i>OR</i> Prone (1) Braced Flip starting at Load landing in Load (2)
LEVEL B ELITE				
<ul style="list-style-type: none"> Level B Inversion Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Release Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Twisting Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level B Other Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Prep landing in Cradle <i>OR</i> Prone (1) Braced Flip starting at Load <i>OR</i> Ground Level landing Prep Level (2)

INVERSION	RELEASE	TWISTING	OTHER	ROLL/FLIP (# of Bracers)
LEVEL C				
<ul style="list-style-type: none"> Level C Inversion Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Release Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Twisting Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Other Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Load landing in Load (1) Braced ½ Twisting Flip starting at Load landing in Cradle <i>OR</i> Prone (2)
LEVEL C ADVANCED				
<ul style="list-style-type: none"> Level C Inversion Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Release Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Twisting Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Other Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Load <i>OR</i> Ground Level landing Prep Level (1) Braced Flip starting at Prep Level landing Prep Level (2) Braced ½ Twisting Flip starting at Load landing in Load (2)
LEVEL C ELITE				
<ul style="list-style-type: none"> Level C Inversion Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Release Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Twisting Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level C Other Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Load <i>OR</i> Ground Level landing Extended (2) Braced ½ Twisting Flip starting at Load landing in Cradle <i>OR</i> Prone (1)

INVERSION	RELEASE	TWISTING	OTHER	ROLL/FLIP (# of Bracers)
LEVEL D				
<ul style="list-style-type: none"> Level D Inversion Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Release Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Twisting Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Other Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Load <i>OR</i> Ground Level landing Extended (1) Braced Flip starting at Prep Level landing Prep Level (1) Braced ½ Twisting Flip starting at Load landing Load (1) Braced Full Twisting Flip starting at Load landing in Cradle <i>OR</i> Prone (1) Braced Flip starting at Prep Level landing Extended (2) Braced ½ Twisting Flip starting at Load landing Prep (2)
LEVEL D ADVANCED				
<ul style="list-style-type: none"> Level D Inversion Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Release Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Twisting Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Other Advanced Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Prep Level landing Extended (1) Braced ½ Twisting Flip starting at Load landing Prep (1) Braced Flip starting at Extended landing Extended (2) Braced ½ Twisting Flip starting at Load landing Extended (2)
LEVEL D ELITE				
<ul style="list-style-type: none"> Level D Inversion Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Release Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Twisting Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Level D Other Elite Stunt with One <i>OR</i> Two Bracers 	<ul style="list-style-type: none"> Braced Flip starting at Extended landing Extended (1) Braced ½ Twisting Flip starting at Load landing Extended (1) Braced ½ Twisting Flip starting at Prep landing Extended (2)

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - LEVEL APPROPRIATE SKILLS (STANDING TUMBLING)

LEVEL A	LEVEL A ADVANCED	LEVEL A ELITE
<ul style="list-style-type: none"> Forward Roll 	<ul style="list-style-type: none"> Back Walkover Handstand Forward Roll 	<ul style="list-style-type: none"> Back Handspring (BHS)
LEVEL B	LEVEL B ADVANCED	LEVEL B ELITE
<ul style="list-style-type: none"> BHS Series Jump - BHS 	<ul style="list-style-type: none"> Jump - BHS Series 	<ul style="list-style-type: none"> Tuck BHS - Tuck
LEVEL C	LEVEL C ADVANCED	LEVEL C ELITE
<ul style="list-style-type: none"> BHS Series - Tuck Jump - BHS - Tuck 	<ul style="list-style-type: none"> Jump - BHS Series - Tuck 	<ul style="list-style-type: none"> Jump - Tuck BHS Series - Layout
LEVEL D	LEVEL D ADVANCED	LEVEL D ELITE
<ul style="list-style-type: none"> Jump - BHS Series - Layout BHS - Whip - BHS Series - Layout BHS Series - Full 	<ul style="list-style-type: none"> BHS Full Jump - BHS Series - Full 	<ul style="list-style-type: none"> Standing Full Jump - Full BHS - Whip - BHS Series - Full BHS Series - Whip - Full <i>OR</i> Full - Full

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - LEVEL APPROPRIATE SKILLS (RUNNING TUMBLING)

LEVEL A	LEVEL A ADVANCED	LEVEL A ELITE
<ul style="list-style-type: none"> Cartwheel (CW) Front Walkover (FWO) 	<ul style="list-style-type: none"> Roundoff (RO) Front Handspring (FHS) 	<ul style="list-style-type: none"> RO - BHS CW - BHS
LEVEL B	LEVEL B ADVANCED	LEVEL B ELITE
<ul style="list-style-type: none"> RO - BHS - Series FWO - RO - BHS 	<ul style="list-style-type: none"> FWO - RO - BHS Series 	<ul style="list-style-type: none"> RO - Tuck RO - BHS - Tuck CW - Tuck
LEVEL C	LEVEL C ADVANCED	LEVEL C ELITE
<ul style="list-style-type: none"> RO - BHS Series - Tuck FWO - RO - BHS - Tuck 	<ul style="list-style-type: none"> RO - Layout RO - BHS - Layout 	<ul style="list-style-type: none"> FWO - through to Layout RO - Whip - BHS Series - Tuck PF step out - through to Tuck
LEVEL D	LEVEL D ADVANCED	LEVEL D ELITE
<ul style="list-style-type: none"> RO - Whip - BHS Series - Layout PF step out - through to Layout FHS - PF step out - through to Layout RO - Full RO - BHS - Full 	<ul style="list-style-type: none"> RO - Whip - BHS Series - Full FWO - through to Full CW Full 	<ul style="list-style-type: none"> PF step out - through to Full FHS - PF step out - through to Full RO - Arabian - through to Full RO - Full - BHS Series - Full RO (BHS) - Whip - Full <i>OR</i> Full - Full

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - DEDUCTIONS

Deductions can be given prior to, during, or after a performance.
Only 'Safety Deductions' & "General Deductions" are given during the cheer portion.

INDIVIDUAL ATHLETE DEDUCTION

0.25	<p><i>Athlete Fall (AF)</i></p> <ul style="list-style-type: none"> • Hand(s), Knee(s), or head down during tumbling or jump skill • Tumbling in/out of a stunt
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BUILDING DEDUCTIONS

0.25	<p><i>Building Bobble (BB)</i></p> <ul style="list-style-type: none"> • Stunts, pyramids, or tosses that almost fall or drop • Excessive movement of bases • Base or backspot drops to performance surface during building skill • Dropping from extended or prep level where at least one foot of support at prep level • Weight incorrectly distributed onto bracer during a pyramid (would fall if bracer was not in contact) • One or both feet/hand(s) come in contact with performance surface during a cradle/prone • <i>Note:</i> Dropping of body position or balance checks by the top person are not included as BBs.
0.75	<p><i>Building Fall (BF)</i></p> <ul style="list-style-type: none"> • Drops to a cradle, prone, load, or flat back position • Base or backspot landing on the ground • Controlled lowering of a falling top person • Stunts that drop and support is below prep level • Incomplete twisting dismounts/tosses
1.25	<p><i>Major Building Fall (MF)</i></p> <ul style="list-style-type: none"> • Drops to a compromising position not listed above • Multiple bases/backspot landing on the ground • Uncontrolled lowering of a falling top person • Top person lands on performance surface
1.75	<p><i>Pyramid Fall (PF)</i></p> <ul style="list-style-type: none"> • Two or more connected stunts falling • Two or more top persons/bracers falling • <i>Note:</i> During a pyramid, building bobbles and falls will be used until a single pyramid has received the maximum points in deductions. Once the pyramid has received the maximum points in deductions, the Pyramid Fall deduction will be used. When multiple pyramids are built at the same time, each pyramid is treated separately. If additional deductions are a result of the initial fall(s), only 1 Pyramid Fall will be issued for that pyramid. If a pyramid is rebuilt and shows stability, additional deductions can be given.

SAFETY DEDUCTIONS	
0.5	<p><i>General Safety Violation</i></p> <ul style="list-style-type: none"> • General NFHS Safety Violation. Few examples include the following: <ul style="list-style-type: none"> ◦ Braced flip where one of the bracers happens to fall during the flip ◦ Incorrect spotter grips on single base style stunts • Performance errors
1.0	<p><i>Specific Safety Violation</i></p> <ul style="list-style-type: none"> • Specific NFHS Safety Violation. Few examples include the following: <ul style="list-style-type: none"> ◦ Braced flipping pyramid with only 7 people or bracer in a shoulder sit ◦ Release transitions landing inverted • Single base stunts without a spotter
0.25	<p><i>Boundary Violation</i></p> <ul style="list-style-type: none"> • One entire hand, foot, or body part is completely outside of the performance surface • <i>Note:</i> A 0.25 deduction will be given per occurrence
0.5	<p><i>Props Violation</i></p> <ul style="list-style-type: none"> • Hard props released from a top person to the ground <ul style="list-style-type: none"> ◦ Examples of Hard Props: plastic signs, flags/banners with poles, megaphones • A prop is thrown by a person on the ground with intent to travel • Tumbling with a hard prop • <i>Note:</i> Prop violation will only be deducted one time per routine if the violation is for the same reason

GENERAL DEDUCTIONS	
1.0	<p><i>Unsportsmanlike Conduct</i></p> <ul style="list-style-type: none"> • When a coach is in discussion with an official, other coaches, athletes, parents/spectators they must maintain proper professional conduct. Failing to do so will result in a 1.0 deduction. If inappropriate behavior continues, removal of coach and/or disqualification of the team can occur.
0.25 OR 1.0	<p><i>Time Limit Violations</i></p> <ul style="list-style-type: none"> • 1 - 5 seconds over is a 0.25 deduction • 6 seconds over or more is a 1.0 deduction • <i>Note:</i> Timing will begin with the first movement, voice, or beat of music, whichever comes first. Acknowledging the potential variance caused by human reaction speed and sound system variations, judges will not issue a deduction until the stopwatch/clock shows a time that exceeds 3 seconds over the time limit.
1.0	<p><i>Excessive Celebration / Team Introductions</i></p> <ul style="list-style-type: none"> • Organized entrances, chants, and callbacks are considered part of the routine and will be timed as part of the performance if used during the introduction. • Team breaks, huddles, rituals, and traditions need to take place before the school's name is called and before entering the performance floor. • Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures such as: <ul style="list-style-type: none"> ◦ Chest bumps, handshakes, screaming, etc. • Teams should refrain from any type of excessive celebration following the performance such as: <ul style="list-style-type: none"> ◦ Team huddles, coaches/alternates entering the performance floor, and/or falling to the ground concluding the performance.
1.0	<p><i>Inappropriate Choreography / Music</i></p> <ul style="list-style-type: none"> • Any vulgar or suggestive choreography will result in a deduction, such as: <ul style="list-style-type: none"> ◦ Hip thrusting movements, inappropriate gestures/signals, slapping, etc. • All music or words must be suitable for family listening. Any mention of profanity, sexual acts, drugs, mention of specific body parts, and/or violent acts will result in a deduction. This includes removing any of the previously mentioned from the music and replacing it with a sound effect. • Any music, words, or motions directed towards another school, coach, or athlete will result in a deduction.

2022 - 2023 HHSAA CHEERLEADING SCORING RUBRIC - TIE BREAKER PROCEDURES

In the event of a tie for any placing, there are three tie breaking procedures. If procedure (1) does not break the tie, procedure (2) will be followed. If procedure (2) does not break the tie, procedure (3) will be followed. Tie breaking procedures 1, 2, & 3 are stated below:

1	The team with the least amount of deductions will be declared the place.
2	The team with the highest average 'Execution Score' from the Building Skills and Tumbling & Jumps categories will be declared the place.
3	The team with the highest average 'Difficulty Score' from the Building Skills and Tumbling & Jumps categories will be declared the place.