

2018-19 FUTURE CHEER ALL STAR ELITE CHEER SCORING SYSTEM – BUILDING

STUNT DIFFICULTY

3.0-3.5	BELOW	Skills performed do not meet Low range requirement
3.5-4.0	LOW	4 different level appropriate skills performed by most of the team
4.0-4.5	MID	4 different level appropriate skills performed by most of the team, 1 of which is elite level appropriate
4.5-5.0	HIGH	4 different level appropriate skills performed by most of the team, 2 of which are elite level appropriate

For Level 6 Stunts: All Level 5 & 6 level appropriate skills will be considered Level 6 appropriate for scoring purposes (at least 2 different Level 6 skills are required to score in High range).

Stunt Skills will only receive full credit if they show control through the pop or transition to another skill.

STUNT QUANTITY BASED ON A TRADITIONAL GROUP OF 4, RIPPLED OR SYNCHRONISED IN THE SAME SECTION

4.0	Less than a majority of the team performs a level appropriate building skill
4.2	Majority of the team performs a level appropriate building skill
4.4	Most of the team performs a level appropriate building skill
4.6	Less than a majority of the team performs the same elite level appropriate building skill
4.8	Majority of the team performs the same elite level appropriate building skill
5.0	Most of the team performs the same elite level appropriate building skill

TOSS DIFFICULTY

4.0	Less than a majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronised in the same section

DIFFICULTY DRIVERS

- Degree of difficulty
- Percentage of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

TECHNIQUE

3.5-5.0	A team's ability to execute Stunts, Pyramids & Tosses with excellent precision and form.
STUNT/PYRAMID DRIVERS	TOSS DRIVERS
Top Person/Body Control Bases/Spotters/Stability of the Stunt Entries/Transitions/Dismounts Obvious Mistakes Synchronisation	Top Person Bases/Spotters Height Cradle Synchronisation/Timing

STUNT/TOSS QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-32	4	6
31-38 (Level 5R, 5, Open and University divisions)	5	7

COED QUANTITY CHART

# OF MALES ON TEAM	# OF STUNTS
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16-17	8
18-19	9

PYRAMID DIFFICULTY

3.0-3.5	BELOW	Skills performed do not meet Low range requirement
3.5-4.0	LOW	2 different level appropriate skills, 2 structures by most of the team
4.0-4.5	MID	3 different level appropriate skills, 2 structures by most of the team
4.5-5.0	HIGH	4 different level appropriate skills, 2 structures by most of the team

COED QUANTITY – LEVEL 3 & 4 SENIOR & OPEN TEAMS BASED ON A GROUP OF 3, RIPPLED OR SYNCHRONISED IN THE SAME SECTION

	COED STYLE <u>ASSISTED</u>	COED STYLE <u>UNASSISTED</u>
3.5	Skills performed do not meet 4.0 requirement	
4.0	Walk-in hands Toss hands	N/A
4.2	Walk-in hands press extension Toss hands press extension	N/A
4.4	Walk-in extended double leg stunt Toss extended double leg stunt (Level 4 ONLY) Walk-in hands press extended single leg stunt/single arm stunt Toss hands press extended single leg stunt/single arm stunt	Walk-in hands Toss hands
4.6	Walk-in extended single leg stunt/single arm stunt Toss extended single leg stunt/single arm stunt (Level 4 ONLY)	Walk-in hands press extension Toss hands press extension
4.8	N/A	Walk-in extended double leg stunt Toss extended double leg stunt (Level 4 ONLY) Walk-in hands press extended single leg stunt/single arm stunt Toss hands press extended single leg stunt/single arm stunt
5.0	N/A	Walk-in extended single leg stunt/single arm stunt Toss extended single leg stunt/single arm stunt (Level 4 ONLY)

COED QUANTITY – LEVEL 5 & 6 SENIOR & OPEN TEAMS BASED ON A GROUP OF 3, RIPPLED OR SYNCHRONISED IN THE SAME SECTION

	COED STYLE <u>ASSISTED</u>	COED STYLE <u>UNASSISTED</u>
3.5	Skills performed do not meet 4.0 requirement	
4.0	Walk-in extended double leg stunt Toss extended double leg stunt Walk-in hands press extended single leg stunt/single arm stunt Toss hands press extended single leg stunt/single arm stunt	Walk-in hands Toss hands
4.2	Walk-in extended single leg stunt/single arm stunt Toss extended single leg stunt/single arm stunt	Walk-in hands press extension Toss hands press extension
4.4	Toss ¼ - ¾ twist to extended single leg stunt	Walk-in extended double leg stunt Toss extended double leg stunt Walk-in hands press extended single leg stunt/single arm stunt Toss hands press extended single leg stunt/single arm stunt
4.6	Toss extended 1 arm stunt Toss full up to extended stunt Toss front handspring ½ up to extended stunt	Walk-in extended single leg stunt/single arm stunt Toss extended single leg stunt/single arm stunt
4.8	N/A	Toss ¼ - ¾ twist to extended single leg stunt
5.0	N/A	Toss extended 1 arm stunt Toss full up to extended stunt Toss front handspring ½ up to extended stunt

Coed stunts must be performed with the same entry (toss or walk-in) and same skill to receive quantity credit. For unassisted credit, the entire skills must be performed unassisted, up through the actual dismount of the skill to a cradle or to the performing surface. Coed stunts must have a controlled dismount/pop-off to the performance surface to receive full Coed Quantity credit.

2018-19 FUTURE CHEER ALLSTAR ELITE CHEER SCORING SYSTEM – TUMBLING

STANDING TUMBLING DIFFICULTY (Level 1-5 Youth, Junior and Restricted)

3.0-3.5	BELOW	Skills performed do not meet low range requirement
3.5-4.0	LOW	Most of the team performs a level appropriate pass
4.0-4.5	MID	Majority of the team performs the same level appropriate pass which must be synchronised from initiation of the pass
4.5-5.0	HIGH	Most of the team performs the same level appropriate pass which must be synchronised from initiation of the pass, plus MAJORITY of the team performs an additional level appropriate pass

STANDING TUMBLING DIFFICULTY (Senior/Open Level 5 & 6)

3.0-3.5	BELOW	Skills performed do not meet low range requirement
3.5-4.0	LOW	Most of the team performs a level appropriate pass
4.0-4.5	MID	Majority of the team performs an elite level appropriate pass
4.5-5.0	HIGH	Most of the team performs an elite level appropriate pass in the same section

RUNNING TUMBLING DIFFICULTY (Level 1-5 Youth, Junior and Restricted)

3.0-3.5	BELOW	Skills performed do not meet low range requirement
3.5-4.0	LOW	Less than a majority of the team performs a level appropriate pass
4.0-4.5	MID	Majority of the team performs a level appropriate pass
4.5-5.0	HIGH	Most of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY (Senior/Open Level 5 & 6)

3.0-3.5	BELOW	Skills performed do not meet low range requirement
3.5-4.0	LOW	Majority of the team performs a level appropriate pass
4.0-4.5	MID	Most of the team performs a level appropriate pass
4.5-5.0	HIGH	Majority of the team performs an elite level appropriate pass

JUMP DIFFICULTY

3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 connected advanced jumps. Must be synchronised and must include a variety. Tiny/Mini: Most of the team performs 2 advanced jumps. Must be synchronised but DO NOT need to be connected or include a variety.
5.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jump plus 1 additional advanced jump. Must be synchronised and must include a variety. Tiny/Mini: Most of the team performs 3 advanced jumps. Must be synchronised but DO NOT need to be connected or include a variety.

All approaches within the jumps must use a whip approach to be considered connected. Teams must perform the required skill set or they will be given a lower score. BASIC JUMPS: Spread Eagle, Tuck Jump. ADVANCED JUMPS: Pike, Right/Left Hurdlers (Front or Side), Toe Touch

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST
5-7	2	3
8-9	4	5
10-11	5	6
12-14	6	7
15-16	7	9
17-19	8	10
20-22	10	12
23-25	11	13
26-27	13	15
28-30	14	16
31-38	15	18

DIFFICULTY DRIVERS

- Degree of difficulty
- Percentage of team participation
- Combination of skills
- Synchronisation of skills
- Variety of passes

TECHNIQUE

3.5-5.0	A team's ability to execute Standing Tumbling, Running Tumbling & Jumps with excellent precision and form.	
	STANDING/RUNNING TUMBLING DRIVERS	JUMP DRIVERS
	Approach Speed Body Control Landings Synchronisation	Arm Placement Leg Placement Hyperextension/Height Landings Synchronisation

2018-19 FUTURE CHEER ALLSTAR ELITE CHEER SCORING SYSTEM – OVERALL

STUNT CREATIVITY

2.0-2.5

Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

PYRAMID CREATIVITY

2.0-2.5

Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

DANCE

9.0-10.0

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor-work. This includes technique, perfection, synchronisation, pace and intricacy of dance moves performed.

PERFORMANCE

9.0-10.0

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

ROUTINE COMPOSITION

9.0-10.0

A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine. This includes innovative, visual and intricate ideas as well as any additional skills performed to enhance overall appeal.