

# 2011 GHSA Scoring Instructions and Rubric

As you review the new rubric and guide, please keep in mind that the GHSA must address five levels of All Girl teams as well as Coed teams. All levels of skill and performance must be encompassed into one guide and one score sheet and all information provided must address both teams with low skill levels as well as those with high skill levels. Our officials will face learning a new guide, a new rubric, and a new rules book this year. No matter how good our materials are, if our officials do not score by the rubric and the standards established by the GHSA we will continue to have discrepancies. They will be working hard to bring consistency to our scoring system this year. As we continue to develop this new system we must all be patient and understanding of the major task ahead.

The KEY to this rubric and scoring system is to perform within the means of the squad's skill level, execute all skills solidly, and score high in the execution categories.

## Jumps

- Each member of the team should perform jumps
- All Jumps connected to tumbling will be scored in jumps
- Jumps must be connected. Connected: no pause between jumps
- Triple Combo: 3 connected jumps with tumbling
- Variety – must involve different jumps (consisting of 2 or more different jumps)
  - Low Level Jumps – tuck jumps, spread eagles, banana jumps
  - High Level Jumps – herkie, hurdler, pike, double nine, toe touch

## Standing/Running Tumbling

- Standing Tumbling can be split up into different sections of routine
- Running Tumbling will encompass all running tumbling during the routine

## Partner Stunts/Tosses

- **Body positions:** Liberty, Torch, Arabesque, Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Flexibility Skills:** Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Main/Primary Stunts** will normally include the squad's best and most creative stunts. To MAX out, the squad must complete the skills defined above for the main stunt, plus a Secondary Stunt.
- **Secondary Stunt** will normally be easier skill wise, due to the groups will have minimum required spotters and bases.
  - Examples – coed style extensions, extended single leg stunts
  - Dismounts – specific dismounts are not necessary in secondary stunts
- **Tosses** – can be used in place of the secondary stunt.
  - Advanced tosses include kick double baskets and etc.
  - Intermediate tosses include, but are not limited to: double full baskets, kick single baskets and etc.
  - Basic tosses include, but are not limited to: straight rides, pikes, toe touches and etc.
- **NOTE: If front spots are used on partner stunts, the judges will subtract 1 point from DOD. This applies to using one front or several.**

## Pyramids

- Keep in mind the total number of members on the floor. Obviously, a squad of 16 will have a more intricate pyramid than a squad of 12.
  - Entries:
    - Basic – Straight up to stunt, etc. little creativity, not visual
    - Intermediate – Half up to stunt, etc. moderate creativity, somewhat visual
    - Advanced – Full up to stunt, switch up, ball up, etc. very creative, very visual
  - Transitions:
    - Basic – Show and go, single leg show and go, straddle sit, splits, etc. little creativity, not visual
    - Intermediate – Half around back to squish, full around back to squish, flat back back into stunt, helicopter, power press, etc. moderate creativity, somewhat visual
    - Advanced – 1 ½ around back to squish, fly-over, vault, connected release skills (tick tock, ball up, toe touch, full around etc. very creative, very visual

## Pyramids (con't)

- Dismounts:
  - Basic – Straight cradles, pop to squish, etc.
  - Intermediate – Full down cradles, suspended forward rolls, etc.
  - Advanced – Double down cradles, full twist down to squish, etc.
  - **NOTE: Dismounts can occur during or at the end of the pyramid. If a routine ends with a pyramid, the timing will end with the highest point of the pyramid. Any dismount that occurs after the pyramid has hit the highest point will not be judged.**

### Tables/ Charts

#### Jumps, Standing & Running Tumbling

		<i># of team members</i>						
		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of members completing the skill</i>	<b>(-0)</b>	16	15	14	13	12	11	10
	<b>(-2)</b>	14	13	12	11	10	9	8
	<b>(-4)</b>	12	11	10	9	8	7	6
	<b>(-6)</b>	10	9	8	7	6	5	4
	<b>(-8)</b>	8	7	6	5	4	3	2

- Total Team # -0 states that all members of the team should complete the skill.
- Total Team # -2 states that total members minus two must complete the skill. Example: A team of 16 members must have at least 14 members complete a skill; therefore, two members are not jumping, tumbling and/ or etc.
- Note that the numbers are even numbers: -2, -4, -6, -8. Therefore, please understand that Total Team # -2 will encompass -2 and -1 team members. -4 will encompass -4 and -3 team members. Total team -6 will encompass -6 and -5 team members. Total team -8 will encompass -8 and -7 team members.
- Total Team # -6 states that only 10-11 members of a squad of 16 completed a skill.

#### Partner Stunts/ Tosses

<u>Main Stunt</u>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of Stunt Groups</i>	<b>(-0)</b>	4	3	3	3	3	2	2
	<b>(-1)</b>	3	3	3	3	2	2	2
	<b>(-2)</b>	3	3	3	2	2	2	2
	<b>(-3)</b>	3	3	2	2	2	2	1

<u>Secondary Stunt</u>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of Stunt Groups</i>	<b>(-0)</b>	5/6	5	4	4	4	3	3
	<b>(-1)</b>	5	4	4	4	3	3	3
	<b>(-2)</b>	4	4	4	3	3	3	2
	<b>(-3)</b>	4	4	3	3	3	2	2

<u>Tosses</u>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<i># of Groups</i>	<b>(-0)</b>	4	3	3	3	3	2	2
	<b>(-1)</b>	3	3	3	3	2	2	2
	<b>(-2)</b>	3	3	3	2	2	2	2
	<b>(-3)</b>	3	3	2	2	2	2	1

NOTE: (-0, -1, -2, -3) indicates the number of team members not involved in the stunt groups.

- A team with 16 members will be expected to stunt 4 main stunts and either 5 to 6 secondary stunts or throw 4 tosses.
- A team of 16 members stunt 3 main group stunts (Total Groups -1) and 5 secondary stunts... if the squad maxes the DOD, the highest the squad would get would be a 7 in DOD. This squad would need to stunt 4 main groups to max DOD and score an 8.
- Keep in mind that these groups must complete all the skills outlined in the rubric to receive the highest score in DOD.
- If a team has a total of 15 members they are expected to stunt 3 main stunt groups and 5 secondary stunt groups and/ or 3 tosses with the required skills to max out the DOD points.
- Example: One scenario might be - To score an 8 in DOD... A squad of 16 members full up 4 groups and then hits a heel stretch at the top. Then the 4 groups retake the stretch to a squish and transitions to another formation. At this formation the 4 groups perform 4 switch ups to the extended position and perform a scorpion and scale with 4 double downs. The squad completes 5 extended stunt groups elsewhere during the routine.

**2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric**

<b>Jumps</b>						
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
	Jumps w/ limited or no tumbling.		<u>Total Team # -8</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Limited variety.	<u>Total Team # -6</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Limited variety.	<u>Total Team # -4</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Must have variety & be connected.	<u>Total Team # -2</u> Triple combo with <b>tucks or handspring tucks/layouts</b> . Must have variety & be connected.
		Triple Jumps with limited or no tumbling.	<u>Total Team # -2</u> Triple combo with <b>handspring</b> and limited variety.	<u>Total Team # -0</u> Triple combo with <b>handspring</b> . Must have variety & be connected.		
		<u>Total Team # -4</u> Single or Double combo with <b>handspring</b> . Must have variety & be connected.	<u>Total Team # -0</u> Single or Double combo with <b>handspring</b> . Must have variety & be connected.			
<b>EXE</b>	<b>1-2</b>		<b>3-4</b>	<b>5-6</b>		<b>7-8</b>
	poor form, dropping chest, bent legs, poor timing, <b>majority</b> hands down/ bust		average technique, members w/ flexed toes & dropped chest, multiple hands down/ bust	above average technique, good timing, few flexed toes, no missed jumps, limited hands down/ bust		excellent technique, perfect timing, no missed jumps, stick landings w/ minimum steps

<b>Standing Tumbling</b>						
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
	Limited tumbling with less than half squad tumbling. Forward rolls, back extension rolls.			<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts, <b>plus 1</b> standing series to full/ standing full.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts, <b>plus 2</b> standing series to full/ standing full(s).	<u>Total Team # -2</u> Tucks or handspring tuck or handsprings to layouts, <b>plus 3</b> or more standing series to full/ standing full(s).
		<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -2</u> Tucks or handspring tucks or handsprings to layouts.		
		<u>Total Team # -4</u> Handsprings	<u>Total Team # -2</u> Handsprings			
<b>EXE</b>	<b>1-2</b>		<b>3-4</b>	<b>5-6</b>		<b>7-8</b>
	poor form and/ or technique, slow and poor timing. <b>majority</b> hands down/ bust		average technique, good timing, multiple hands down/ bust	above average technique, good timing, limited hands down/ bust		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

<b>Running Tumbling</b>						
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
	Limited tumbling with less than half squad tumbling. Cartwheels and round-offs.	Limited tumbling with more than half squad tumbling.		<u>Total Team # -6</u> Round off tucks or handspring tucks plus layouts, specialty passes, <b>plus 1</b> full.	<u>Total Team # -4</u> Round off tucks or handspring tucks plus layouts, specialty passes, <b>plus 2-3</b> fulls.	<u>Total Team # -2</u> Round off handspring tucks. Combination of layouts, specialty passes, <b>plus 4</b> or more fulls.
		<u>Total Team # -4</u> Round off tucks and/ or handspring tucks & <b>Total Team # -8</b> Layouts and variety.	<u>Total Team # -2</u> Round off tucks and/ or handspring tucks & <b>Total Team # -6</b> Layouts and variety.	<u>Total Team # -0</u> Round off tucks and/ or handspring tucks & <b>Total Team # -4</b> Layouts and variety.		
		<u>Total Team # -2</u> Round off handsprings, limited tucks and variety.	<u>Total Team # -0</u> Round off handsprings, limited tucks and variety.			
<b>EXE</b>	<b>1-2</b>		<b>3-4</b>	<b>5-6</b>		<b>7-8</b>
	poor form and/ or technique, slow and poor timing. <b>majority</b> hands down/ bust		average technique, good timing, multiple hands down/ bust	above average technique, good timing, limited hands down/ bust, multiple steps		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

	<b># of members</b>						
	<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b>(-0)</b>	16	15	14	13	12	11	10
<b>(-2)</b>	14	13	12	11	10	9	8
<b>(-4)</b>	12	11	10	9	8	7	6
<b>(-6)</b>	10	9	8	7	6	5	4
<b>(-8)</b>	8	7	6	5	4	3	2

**2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric**

<b>Partner Stunts/Tosses</b>								
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
		<i>Total Groups# -2</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. <b>Less than majority squad single down, pop off, or straight cradle</b> dismounts.	<i>Total Groups# -1</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. <b>Majority squad single down, pop off, or straight cradle</b> dismounts.	<i>Total Groups# -0</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. Squad single dismounts.		<i>Total Groups# -2</i> Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. <b>Majority squad</b> double down dismounts, transitions, <b>plus Total Groups#-2</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -1</i> Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. <b>Majority Squad extended</b> double down dismounts, transitions, <b>plus Total Groups#-1</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. Squad <b>extended</b> double down dismounts, transitions, <b>plus Total Groups#-0</b> extended secondary stunt or advanced tosses.
	Prep level stunts with limited or no flexibility/ body positions. <b>Less than half the squad stunting.</b>	Prep level stunts with a variety of flexibility skills/ body positions. <b>One half the squad stunting.</b>		<i>Total Groups# -2</i> Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. <b>Less than majority squad double or extended single down</b> dismounts, transitions, <b>plus Total Groups#-3</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -1</i> Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. <b>Majority squad double or extended single down</b> dismounts, transitions, <b>plus Total Groups#-2</b> extended secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. Squad double <b>or extended single down</b> dismounts, transitions, <b>plus Total Groups#-1</b> extended secondary stunt or advanced tosses.		
				<i>Total Groups# -1</i> Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad single or double down dismounts.	<i>Total Groups# -0</i> Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad single or double down dismounts.			
<b>EXE</b>	<b>1-2</b>		<b>3-5</b>		<b>6-8</b>		<b>9-10</b>	
	poor technique, poor timing, several bobbles and multiple dropped stunts, poor dismounts, 3 or more dropped stunts		average technique, good timing, multiple bobbles, not very clean dismounts, 2 dropped stunts		above average technique, very good timing, few bobbles, no missed stunts, clean dismounts, 1 dropped stunt		excellent technique, perfect timing, no bobbles or missed stunts, very clean dismounts, 0 dropped stunts	

<b>Main Stunt</b>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b># of Stunt Groups</b>	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

  

<b>Secondary Stunt</b>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b># of Stunt Groups</b>	(-0)	5/6	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

  

<b>Tosses</b>		<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
<b># of Groups</b>	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

## 2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Pyramid				
DOD	1-2	3-4	5-6	7-8
	Basic pyramid elements that include 1 – 2 connected structures with basic entries including but not limited to: straight up stunts, connections at half level, and other basic elements. Basic transitions, lacking complexity. Little creativity and lacking visual.	Intermediate pyramid elements that include 1 – 2 connected structures with moderately creative entries including, but not limited to: half ups, and other intermediate elements. Intermediate transitions. Moderate creativity and somewhat visual. Basic dismounts.	Advanced pyramid elements that include 2 pyramid structures with 1 – 2 advanced entries including, but not limited to: switch ups, full ups, and other advanced elements. 1 – 2 advanced transitions. Creative and visual. Intermediate dismounts or less than majority advanced dismounts.	Multiple advanced pyramid elements that include 2 or more connected structures and 2 advanced entries including but not limited to: switch ups, full ups, and other advanced elements. 2 advanced transitions. Highly creative and very visual. Majority advanced dismounts.
EXE	1-2	3-5	6-8	9-10
	poor technique, poor timing, sloppy transitions, several bobbles and missed elements, multiple drops, poor dismounts	average technique, good timing, not very clean on transitions, multiple bobbles, missed elements, not very clean dismounts	above average technique, very good timing, clean transitions, few bobbles, few missed elements/drops, clean dismounts	excellent technique, perfect timing, very clean transitions, no bobbles or missed elements, very clean dismounts

Dance				
DOD	1-2	3-4	5-6	7-8
	Basic motions and transitions. Very few level changes. Little creativity and lacking visual.	Intermediate motions and transitions. Few level changes. Moderate creativity and somewhat visual.	Advanced motions, with advanced transitions and several level changes. Creative and visual.	Multiple advanced motions with advanced transitions and several level changes. Highly creative/original and very visual.
EXE	poor technique, poor timing, sloppy transitions and formations	average technique, good timing, not very clean on transitions and formations	above average technique, very good timing, clean transitions and formations	excellent technique, perfect timing, very clean transitions and formations

Cheer				
DOD	1-2	3	4	5
	<b>Less than majority squad incorporations.</b> Basic transitions, lacking complexity. Little creativity and lacking visual. Cheer must include motions and words.	<b>Half squad incorporations.</b> Intermediate transitions. Moderate creativity and somewhat visual. Cheer must include motions and words.	<b>Majority squad incorporations.</b> Advanced transitions. Creative and visual. Cheer must include motions and words.	<b>Full squad incorporations.</b> Multiple advanced transitions. Highly creative and very visual. Cheer must include motions and words.
EXE	poor technique, poor timing, sloppy transitions, and volume	average technique, good timing, not very clean on transitions, and volume	above average technique, very good timing, clean transitions, and volume	excellent technique, perfect timing, very clean transitions, excellent volume

**NOTE: Total team must cheer and dance to max out DOD**