



## Cheer Individual Scoring Guidelines 2019

### Difficulty

#### Standing Tumble Difficulty

Low	1 - 3	One level appropriate standing tumble skill
Medium	4 - 6	At least two level appropriate standing tumble skills
High	7 - 10	At least two level appropriate standing tumble skills, 1 of which is an Elite Pass

#### Running Tumble Difficulty

Low	1 - 3	One level appropriate running tumble skill
Medium	4 - 6	At least two level appropriate running tumble skills
High	7 - 10	At least two level appropriate running tumble skills, 1 of which is an Elite Pass

#### Jump Difficulty

Low	3	No connected advanced jumps or 2 connected advanced jumps with no variety
Medium	6	Two connected advanced jumps (must include variety)

\* High Range Next Page





### Jump Difficulty (Continued)

High	10	Three connected advanced jumps (must include variety), or 2 connected advanced jumps + one advanced jump (must include variety)
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BASIC JUMPS: Spread Eagle, Tuck Jump

ADVANCED JUMPS: Pike, Right/Left Hurdlers, Toe Touch

### Dance Difficulty

Low	1 - 3	Minimal footwork, level & formation changes. Slow pace
Medium	4 - 6	Moderate footwork, level & formation changes. Average pace
High	7 - 10	Advanced body movement, footwork, level & formation changes create fullest visual effect. Seamless transitions

### Execution

Execution scores for all categories are scored from 1 - 10

Low	1 - 3	Below average technique, form and execution
Medium	4 - 6	Average technique, form and execution
High	7 - 10	Above average technique, form and execution





## Showmanship

### Creativity/Visual Effect/Transitions

Low	1 - 3	Below average choreography, visual appeal, transitions, creativity
Medium	4 - 6	Average choreography, visual appeal, transitions, creativity
High	7 - 10	Excellent choreography, visual appeal, transitions, creativity

Choreography that creates visual appeal, and unique, intricate and innovative arrangement of skills. Pace, number of transitions, seamless flow and connection of skills, visual elements

### Performance

Low	1 - 3	Below average expression and energy, low level of excitement
Medium	4 - 6	Average expression and energy, average level of excitement
High	7 - 10	Excellent expression and energy, high level of excitement

Excitement level of routine, use of expression, and energy





## Deductions

Touchdown	1 point	Hand(s) down on floor
Fall	2 points	Knee(s) or body on floor
Legality	3 points	Out of level skill
Boundary violation	1 point	Both feet out of bounds

## Age Grid

All Individual Cheer Specialty items are required to follow the NZCU age grid, no exceptions apply.

