



2019 CHEERBRANDZ SCORING SYSTEM - BUILDING

STUNT DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet the 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

STUNT/TOSS QUANTITY CHART		
# OF ATHLETES	MAJORITY	MOST
6 - 11	1	1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 27	4	5
28 - 31	4	6
32 - 38	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 the Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by Most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by Most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team

STUNT QUANTITY	
Required to be performed by a traditional group of 4 or 5. Used for: * All Tiny , Mini, Youth and Junior divisions * All All-Girl divisions * All level 1, 2 and 4.2 divisions	
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

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS (BASED ON A GROUP OF 3, RIPPLE OR SYNCHRONISED IN THE SAME SECTION)		
	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed do not meet 4.0 requirement	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)

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

COED QUANTITY - SENIOR & OPEN LEVELS 5, 6, 7 (BASED ON A GROUP OF 3, RIPPLE OR SYNCHRONISED IN THE SAME SECTION)		
	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed do not meet 4.0 requirement	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	Walk-in Hands press Extension Toss Hands press Extension
4.4	Toss 1/4 - 3/4 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 single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss 1/4 - 3/4 Twist to Extended single leg Stunt
5.0	N/A	Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended Stunt

TECHNIQUE	
Stunt and Pyramid Drivers: * Top Person/Body Control * Bases/Spotters/Stability of Stunt * Entries/Transitions/Dismounts * Obvious Mistakes * Synchronisation	Toss Drivers: * Top Person * Cradle * Synchronisation/Timing
3.5 - 5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form

DIFFICULTY DRIVERS
* Degree of difficulty * Percent of team participation * Combination of skills (level and non-level appropriate) * Pace of skills performed



2019 CHEERBRANDZ SCORING SYSTEM - TUMBLING

STANDING TUMBLING DIFFICULTY: LEVEL 1 - 5		
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 synchronized 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: LEVEL 6 - 7		
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 a level appropriate pass in the same section

RUNNING TUMBLING DIFFICULTY: LEVEL 1 - 5		
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: LEVEL 6 - 7		
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

DIFFICULTY DRIVERS	
<ul style="list-style-type: none"> * Degree of difficulty * Percent of team participation * Combination of skills * Synchronisation or grouping of passes. * Variety of passes 	

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 jumps, plus 1 additional advanced jump. Must be synchronised and 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.

TUMBLING/JUMP QUANTITY CHART		
# OF ATHLETES	MAJORITY	MOST
6 - 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

TECHNIQUE	
Standing/Running Tumbling Drivers: * Approach * Speed * Body Control * Landings * Synchronisation	Jump Drivers: * Arm Placement * Leg Placement * Hyperextension/Height * Landings * Synchronisation
3.5 - 5.0	A team's ability to execute Standing Tumbling, Running Tumbling and Jumps with excellent precision and form.



2019 CHEERBRANDZ 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 floorwork. 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.