



# WHY CHEERSPORT...



**Fact:** 70% of athletes leave youth sport by the age of 13 and the number one reason given is "it's no longer fun" and the primary reason they continue is because it "is fun". There is this new exciting sports science research by Amanda Visek ("Fun Maps") that puts enjoyment and fun as the foundation for keeping kids in sport & breaks down the elements of fun – it is fascinating!! So what they know is that there are 81 Fun-determinants, youth sport needs to be fun & competitive, if it's not fun, kids quit. And the sad thing is that if they quit, we have lost the opportunity to impact their lives and teach them valuable life lessons that come from being in our great sport!



## Why CheerSPORT?

This is why CheerBrandz has decided to disrupt our industry and create a new recreational competitive division aimed at putting the fun back in competitive cheerleading. CheerSPORT is aimed at attracting athletes that want to do competitive cheerleading but may not have the drive, natural ability or financial support to continually progress through elite level cheerleading.

**Grades not Levels:** We have changed the level system to be a grade system to distinguish it from Elite Cheerleading while also trying to use a system that encourages athletes to stay with CheerSPORT for multiple years. Grades are based on simple progressions, allowing athletes to be able to graduate and move up grades year after year while also staying with the friends they have made in their team. We have taken inspiration from the dance world who has a similar grading system where dancers stay with dance for many years.

- \* Grade 1 = Equivalent to Level 1 Restricted Stunting
- \* Grade 2 = Equivalent to USASF Level 1
- \* Grade 3 = Advanced Level 1 Stunting
- \* Grade 4 = Equivalent to USASF Level 2
- \* Grade 5 = Advanced Level 2 Stunting
- \* Grade 6 = Equivalent to USASF Level 3

*\*Please see the rubric for level/grade appropriate skills.*

### **Making it Affordable, Fun, Easy & Sustainable:**

We have redesigned the scoresheet to make the sport:

- \* **More Affordable** - competition fees are almost half the cost, there is no need for expensive music, no need for choreography fees and no need to practice on a full floor. By making the routines 1min30 it allows for shorter practices again making the sport more affordable.
- \* **More Fun** – by removing the difficulty from the scoresheet, athletes can learn routines that fit their team and have more fun playing the sport they love. There is now no more need to out perform the competition with jam packing routines with even more elite skills.
- \* **More Sustainable** – we have re-engineered the scoresheet to create a more sustainable business model. Cheer Gyms growth is limited mainly by two finite resources being gym space and coaches. We have ensured that there is no place on the scoresheet to judge spacing and formations. This means teams will not be disadvantaged by having less equipment or a smaller facility, this helps with gym efficiency, by allowing multiple teams to train simultaneously on one floor.
- \* **Easier** – by removing the difficulty on the scoresheet & simplifying the grades we not only make it easier for athletes but equally as important we make it easier to train and teach coaches. You no longer need to have years of cheerleading experience to be a great coach, we can now look outside the industry for cheerleading coaches as the sport is easy to understand and teach. Coaches can once again grow and learn the grades with their athletes.



# CheerSPORT Guidelines & Scoring Overview:



**Routine Length:** 1:30min

**Judging:** One judge will judge all sections, this helps to reduce the cost of the competition fees.

**Awards:** 1st, 2nd & 3rd Championship Banners, Mini Banners/Ribbons in place of medals & a competition gift. We understand the scoring ranges are small so it is likely we will have teams having equal scores, so there will be banners for all in the case of competition ties. Tiny, Mini & Youth teams will all receive an award banner regardless of placement.

**Choreography:** There are no choreography scores, so there is no need to pay for extra choreography.

**Group Uniformity:** This portion of the scoresheet has been adapted from dance scoresheets to encourage strong teamwork through group synchronisation, execution and uniformity.

**Performance:** This area of the scoresheet will play a big role in determining division winners. This is because we want to encourage coaches to teach a true love of the sport and encourage athletes to show genuine enjoyment and fun. And as an added bonus parents love to see their children smiling throughout their routine.

**Stunt/Pyramid Difficulty:** To make CheerSPORT as easy to teach and learn as possible, we have reduced the difficulty requirements for Stunts and Pyramids. This is a flat score and not subjective. Teams are only required to do 3 level appropriate skills. Having only three skills makes it easier to teach, avoids practice stress and allows for shorter practices. Elite skills are allowed but not required as they are not rewarded on this scoresheet.

**Stunt Quantity:** We have created a new stunt quantity rubric called Maximum Groups Possible. This effectively is the total number of athletes on the floor divided by 4 (the number of athletes needed to make one full group stunt). This is because we believe all cheerleaders should have an equal opportunity to perform and experience the sport.

**Tumbling:** Tumbling difficulty is a flat score and not subjective and at all grades a single jump or basic tumble pass performed by 75% of the team will score a 5/5 for difficulty. This allows coaches to decide what skill is best for their team. Please also note that we allow all level/grade appropriate tumbling to be performed but these will not be scored. This is to allow those athletes who excel in tumble to perform and showcase their skills, while also encouraging athletes to enrol or continue in tumble classes.

**Music:** There is no score influenced by musicality or music quality, therefore, we encourage using low cost music options. Recycled mixes, single songs, 8-count man, are all acceptable options.

**Uniforms:** We encourage the use of low-cost affordable athletic looking uniforms or training apparel. The coverup rule will apply.

**Legalities:** We will be warned but not deducted.

**Deductions:** Deductions will be given.

**Ages:** Please see age gride for divisions and ages





# CheerSPORT AGE GRID

Division	Age	Numbers	Grades
Tiny	6 years & younger	4 or more	Grade 1,2
Mini	9 years & younger	4 or more	Grade 1, 2, 3, 4
Youth	12 years & younger	4 or more	Grade 1,2,3,4,5,6
Junior	15 years & younger	4 or more	Grade 1,2,3,4,5,6
Senior	18 years & younger	4 or more	Grade 1,2,3,4,5,6
Open	14 years & older	4 or more	Grade 1,2,3,4,5,6
Primary School	Primary School Age	4 or more	Grade 1, 2, 3, 4
Intermediate	Intermediate School Age	4 or more	Grade 1,2,3,4,5,6
High School	High School Age	4 or more	Grade 1,2,3,4,5,6

**The age of a competitor:** will be determined based on the International standard being the date of birth falling during the “year of the competition” being the 31 December. **Size Splits:** Divisions will be split into Small (4-12 Members) and Large (13 or more Members) where there are more than 10 teams in a division. **Coed Splits:** For Senior Divisions Grades 5 & 6 a coed split will occur where there are 5 or more coed teams in a division.

## CheerSPORT Grades

- Grade 1 = Equivalent to NZ Level 1 Restricted Stunting and NZ level 1 tumbling  
This Grade will follow Level 1 rules with the all stunts being limited to waist height and pyramids limited to prep level & walkovers are allowed. Toss Progression: Load-in to basket grip.
- Grade 2 = Equivalent to USASF Level 1. Toss Progression: Trophy drill to prep level.
- Grade 3 = Advanced Level 1  
This Grade will follow Level 2 tumbling & level 1 stunting rules with the following exceptions allowing these stunt skills: Prep level 1 leg stunt (bracer not required); passing through 2 foot extended stunt (no stopping at the extended level); ½ twist to prep level; log roll. Toss Progression: Trophy drill to extended level.
- Grade 4 = Equivalent to USASF Level 2
- Grade 5 = Advanced Level 2  
This Grade will follow level 3 tumbling & level 2 stunting rules with the following exceptions allowing these stunt skills: 1 twist to prep level 2 leg stunt; pass through 1 foot extended stunt (no stopping at the extended level); single skill dismount from prep level 2 leg stunt. Tosses: Single trick/skill allowed, twisting skills not allowed.
- Grade 6 = Equivalent to USASF Level 3

