



NFINITY SCHOLASTIC SCORING

Scholastic & Rec Scoring Documents

These are the Official Documents of the ACC for Scholastic & Rec competitions. If you have any questions, please feel free to contact Steve Solberg at: steve@nfinity.com.

MASTER SCORESHEET**BUILDING, TUMBLING, ROUTINE & CHEER**

BUILDING JUDGE	TOTAL AVAILABLE	DIFFICULTY SCORE	EXECUTION
STUNT	25	10	15
PYRAMID	25	10	15

TUMBLING JUDGE	TOTAL AVAILABLE	DIFFICULTY SCORE	EXECUTION
STANDING TUMBLING	15	5	10
RUNNING TUMBLING	15	5	10
JUMPS	5	2	3

ROUTINE JUDGE	TOTAL AVAILABLE	DIFFICULTY SCORE
CHOREOGRAPHY	5	5
PERFORMANCE	5	5

CHEER JUDGE	TOTAL AVAILABLE	DIFFICULTY SCORE
CROWD LEADING	15	15
SKILL INCORPORATION	15	15
OVERALL IMPRESSION	5	5
STUNT/TUMBLING SKILL INCORPORATION	5	5

TOTAL**135**

BONUS POINTS BUILDING	TOTAL AVAILABLE
STUNT	5
PYRAMID	5
BONUS POINTS TUMBLING	TOTAL AVAILABLE
STANDING TUMBLING	3
RUNNING TUMBLING	3

BUILDING SCORESHEET

STUNTS & PYRAMIDS



JUDGE #:	
TEAM NAME:	
DIVISION:	

BUILDING JUDGE

STUNTS (25 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	10	
EXECUTION:	15	
PYRAMIDS (25 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	10	
EXECUTION:	15	
NOTES:		

BONUS POINTS (10 POINTS AVAILABLE)	POINTS	SCORE
STUNTS:	5	
PYRAMIDS:	5	
NOTES:		

TOTAL	POINTS	SCORE
STUNTS & PYRAMIDS (50 POINTS AVAILABLE):	50	
BONUS POINTS (10 POINTS AVAILABLE):	10	
TOTAL SCORE:		

BUILDING TIERS

STUNTS & PYRAMIDS



STUNTS

STUNT DIFFICULTY (10 POINTS AVAILABLE)

8-10 POINTS	TIER 5	3 SUPER ELITE SKILLS & 1 ELITE SKILL BY MOST OF THE TEAM
6-8 POINTS	TIER 4	1 SUPER ELITE SKILL & 3 ELITE SKILLS BY MOST OF THE TEAM
4-6 POINTS	TIER 3	2 ELITE SKILLS & 2 ADVANCED SKILLS BY MOST OF THE TEAM
2-4 POINTS	TIER 2	2 ADVANCED & 1 INTERMEDIATE SKILL BY MOST OF THE TEAM
1-2 POINTS	TIER 1	3 OR LESS INTERMEDIATE/BASIC SKILLS BY MOST OF THE TEAM
0 POINTS		NO SKILLS PERFORMED

STUNT EXECUTION (15 POINTS AVAILABLE)

10-15 POINTS	TIER 3	ABOVE AVERAGE DISPLAY OF EXECUTION
5-10 POINTS	TIER 2	AVERAGE DISPLAY OF EXECUTION
0-5 POINTS	TIER 1	BELOW AVERAGE DISPLAY OF EXECUTION

STUNT EXECUTION FACTORS

STABILITY, MASTERY OF SKILL, FLEXIBILITY, FLOW, SYNCHRONIZATION, INCOMPLETE DISMOUNTS,
MISSED STUNT SKILL/SKILL OMITTED, BOBBLE OF SKILL, FALL OF SKILL

STUNT BONUS POINTS POINTS ARE EARNED BASED ON THE FOLLOWING (5 POINTS AVAILABLE):

UTILIZATION OF MINIMAL BASES (INCLUDING COED)

UTILIZATION OF COMBINED ELEMENTS

UTILIZATION OF CONNECTED ELEMENTS

UTILIZATION OF CREATIVE ELEMENTS

PACE OF SKILLS

VARIETY OF SKILLS

QUANTITY OF SKILLS

PYRAMIDS

PYRAMID DIFFICULTY (10 POINTS AVAILABLE)

8-10 POINTS	TIER 5	2 SUPER ELITE SKILLS & 2 ELITE SKILLS & 4+ PYRAMID STRUCTURES BY MOST OF THE TEAM
6-8 POINTS	TIER 4	1 SUPER ELITE SKILL & 3 ELITE SKILLS OR 4 ELITE SKILLS & 4+ PYRAMID STRUCTURES BY MOST OF THE TEAM
4-6 POINTS	TIER 3	2 ELITE SKILLS & 2 ADVANCED SKILL & 4+ PYRAMID STRUCTURES BY MOST OF THE TEAM
2-4 POINTS	TIER 2	2 ADVANCED & 1 INTERMEDIATE SKILLS & 3+ PYRAMID STRUCTURES BY MOST OF THE TEAM
1-2 POINTS	TIER 1	3 OR LESS INTERMEDIATE/BASIC SKILLS & 2+ PYRAMID STRUCTURES BY MOST OF THE TEAM
0 POINTS		NO SKILLS PERFORMED

PYRAMID EXECUTION (15 POINTS AVAILABLE)

10-15 POINTS	TIER 3	ABOVE AVERAGE DISPLAY OF EXECUTION
5-10 POINTS	TIER 2	AVERAGE DISPLAY OF EXECUTION
0-5 POINTS	TIER 1	BELOW AVERAGE DISPLAY OF EXECUTION

PYRAMIDS EXECUTION FACTORS

STABILITY, MASTERY OF SKILL, FLEXIBILITY, FLOW, SYNCHRONIZATION, INCOMPLETE DISMOUNTS,
MISSED STUNT SKILL/SKILL OMITTED, BOBBLE OF SKILL, FALL OF SKILL

PYRAMID BONUS POINTS POINTS ARE EARNED BASED ON THE FOLLOWING (5 POINTS AVAILABLE):

UTILIZATION OF MINIMAL BASES (INCLUDING COED)

UTILIZATION OF COMBINED ELEMENTS

UTILIZATION OF CONNECTED ELEMENTS

UTILIZATION OF CREATIVE ELEMENTS

PACE OF SKILLS

VARIETY OF SKILLS

QUANTITY OF SKILLS

QUANTITY CHART STUNT & PYRAMID

# OF ATHLETES	# OF GROUPS (MOST)
5-11	2
12-15	3
16-19	4
20-23	5
24-27	6
28-31	7
32-35	8
36	9

TUMBLING SCORESHEET

STANDING, RUNNING & JUMPS



JUDGE #:	
TEAM NAME:	
DIVISION:	

TUMBLING JUDGE

STANDING TUMBLING (15 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	5	
EXECUTION:	10	
RUNNING TUMBLING (15 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	5	
EXECUTION:	10	
JUMPS (5 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	2	
EXECUTION:	3	
NOTES:		

BONUS POINTS (6 POINTS AVAILABLE)	POINTS	SCORE
RUNNING TUMBLING:	3	
STANDING TUMBLING:	3	
NOTES:		

TOTAL	POINTS	SCORE
STANDING, RUNNING & JUMPS (35 POINTS AVAILABLE):	35	
BONUS POINTS (6 POINTS AVAILABLE):	6	



TUMBLING TIERS

STANDING, RUNNING & JUMPS

STANDING TUMBLING

STANDING TUMBLING DIFFICULTY BASED ON A MAJORITY OF THE TEAM (5 POINTS AVAILABLE)

4-5 POINTS	TIER 3	FULLS
2-4 POINTS	TIER 2	BACK TUCKS & LAYOUTS
1-2 POINTS	TIER 1	BACK HANDSPRINGS & NON-AIRBORNE SKILLS
0 POINTS		NO SKILLS PERFORMED

STANDING TUMBLING BONUS POINTS POINTS ARE EARNED BASED ON THE FOLLOWING (0-3 POINTS AVAILABLE):

UTILIZATION OF ATHLETES, UTILIZATION OF CONNECTED SKILLS, SKILLS PERFORMED BY INDIVIDUALS & SMALL GROUPS, VARIETY OF SKILLS, PACE OF SKILLS, SYNCHRONIZED SKILLS

STANDING TUMBLING EXECUTION (10 POINTS AVAILABLE)

7-10 POINTS	TIER 3	ABOVE AVERAGE DISPLAY OF EXECUTION
3-7 POINTS	TIER 2	AVERAGE DISPLAY OF EXECUTION
0-3 POINTS	TIER 1	BELOW AVERAGE DISPLAY OF EXECUTION

TUMBLING EXECUTION FACTORS

INITIATION, FORM, LANDINGS, SYNCHRONIZATION, MISSED TUMBLING SKILL/SKILL OMITTED, BOBBLE OF SKILL, FALL FROM SKILL

RUNNING TUMBLING

RUNNING TUMBLING DIFFICULTY BASED ON A MAJORITY OF THE TEAM (5 POINTS AVAILABLE)

4-5 POINTS	TIER 3	FULLS
2-4 POINTS	TIER 2	BACK TUCKS & LAYOUTS
1-2 POINTS	TIER 1	BACK HANDSPRINGS & NON-AIRBORNE SKILLS
0 POINTS		NO SKILLS PERFORMED

RUNNING TUMBLING BONUS POINTS POINTS ARE EARNED BASED ON THE FOLLOWING (0-3 POINTS AVAILABLE):

UTILIZATION OF ATHLETES, UTILIZATION OF CONNECTED SKILLS, SKILLS PERFORMED BY INDIVIDUALS IN SMALL GROUPS, VARIETY OF SKILLS, SYNCHRONIZED SKILLS

RUNNING TUMBLING EXECUTION (10 POINTS AVAILABLE)

7-10 POINTS	TIER 3	ABOVE AVERAGE DISPLAY OF EXECUTION
3-7 POINTS	TIER 2	AVERAGE DISPLAY OF EXECUTION
0-3 POINTS	TIER 1	BELOW AVERAGE DISPLAY OF EXECUTION

TUMBLING EXECUTION FACTORS

INITIATION, FORM, LANDINGS, SYNCHRONIZATION, MISSED TUMBLING SKILL/SKILL OMITTED, BOBBLE OF SKILL, FALL FROM SKILL

JUMPS

JUMP DIFFICULTY (2 POINTS AVAILABLE)

2 POINTS	MAJORITY OF THE TEAM OR MORE PERFORMS 2 ADVANCED JUMPS. 1 JUMP MUST BE CONNECTED TO A STANDING BACK TUCK OR HIGHER DIFFICULTY (TUMBLING SKILL MUST BE PERFORMED BY MAJORITY OF THE TEAM)	
1.5 POINTS	MAJORITY OF THE TEAM OR MORE PERFORMS 2 ADVANCED JUMPS. 1 JUMP MUST BE CONNECTED TO A STANDING BHS (TUMBLING SKILL MUST BE PERFORMED BY MAJORITY OF THE TEAM)	
1 POINTS	MAJORITY OF THE TEAM OR MORE PERFORMS 2 ADVANCED JUMPS	
.5 POINTS	JUMPS PERFORMED DO NOT MEET THE 1.0 JUMP REQUIREMENT	
0 POINTS	NO SKILLS PERFORMED	

JUMP EXECUTION (3 POINTS AVAILABLE)

2-3 POINTS	TIER 3	ABOVE AVERAGE DISPLAY OF EXECUTION
1-2 POINTS	TIER 2	AVERAGE DISPLAY OF EXECUTION
0-1 POINTS	TIER 1	BELOW AVERAGE DISPLAY OF EXECUTION

JUMP EXECUTION FACTORS

APPROACH, STRAIGHT LEGS, POINTED TOES, HIP PLACEMENT/ROTATION/HYPEREXTENSION, HEIGHT, CHEST PLACEMENT, LANDINGS, SYNCHRONIZATION

QUANTITY CHART TUMBLING & JUMPS

# OF ATHLETES	MAJORITY 50% PLUS 1
5	3
6 & 7	4
8 & 9	5
10 & 11	6
12 & 13	7
14 & 15	8
16 & 17	9
18 & 19	10
20 & 21	11
22 & 23	12
24 & 25	13
26 & 27	14
28 & 29	15
30 & 31	16
32 & 33	17
34 & 35	18
36	19

ROUTINE SCORESHEET

CHOREOGRAPHY & PERFORMANCE



JUDGE #:	
TEAM NAME:	
DIVISION:	

ROUTINE JUDGE

CHOREOGRAPHY (5 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	5	
PERFORMANCE (5 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	5	
NOTES:		

TOTAL	POINTS	SCORE
CHOREOGRAPHY & PERFORMANCE (10 POINTS AVAILABLE):	10	

ROUTINE TIERS

CHOREOGRAPHY & PERFORMANCE



CHOREOGRAPHY

CHOREOGRAPHY FACTORS (5 POINTS AVAILABLE)

FORMATIONS & TRANSITIONS THROUGHOUT ROUTINE
OVERALL IMPACT OF ROUTINE
VISUAL APPEAL OF CHOREOGRAPHY
FLOW OF THE ROUTINE
PACE OF ROUTINE
LEVEL CHANGES
DANCE

PERFORMANCE

PERFORMANCE FACTORS (5 POINTS AVAILABLE)

CROWDS EFFECTIVENESS
GENUINE ENTHUSIASM
CONFIDENCE & POISE
ATHLETICISM
EYE CONTACT
FACIAL EXPRESSION
ENTERTAINMENT VALUE

CHEER SCORESHEET

CROWD LEADING, OVERALL IMPRESSION, SKILL DIFFICULTY,
SKILL PERFECTION

JUDGE #:	
TEAM NAME:	
DIVISION:	

CHEER JUDGE

CROWD LEADING (10 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	15	
OVERALL IMPRESSION (15 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	15	
SKILL DIFFICULTY (5 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	5	
SKILL PERFECTION (10 POINTS AVAILABLE)	POINTS	SCORE
DIFFICULTY:	5	
NOTES:		
TOTAL	POINTS	SCORE
CROWD LEADING, OVERALL IMPRESSION, SKILL DIFFICULTY, SKILL PERFECTION (40 POINTS AVAILABLE):	40	

CHEER TIERS

CROWD LEADING, OVERALL IMPRESSION, SKILL DIFFICULTY,
SKILL PERFECTION



CROWD LEADING

CROWD LEADING FACTORS (15 POINTS AVAILABLE)

VISUAL ELEMENTS
VARIETY OF LEVELS
VARIETY OF MOTIONS
FORMATION CHANGES
FOOTWORK
FLOORWORK
PARTNER WORK
PACE

OVERALL IMPRESSION

OVERALL IMPRESSION FACTORS (15 POINTS AVAILABLE)

EASY TO FOLLOW ALONG
USE OF PROPS (SIGNS, MEGS, FLAGS, POMS) *DO NOT HAVE TO USE ALL PROPS
CLEANLINESS OF PROPS USED (EX: EASY TO READ, ETC.)
PROPS USED ARE NOT DISTRACTING (EX: UPSIDE DOWN, WRONG SIDE, ETC.)
CROWD ENGAGEMENT
MINIMAL DOWNTIME (STILL LEADING CROWD DURING TRANSITIONS)
NON-BUILDING/TUMBLING SKILL SHARPNESS (MOTIONS, JUMPS, PROP USAGE)
ENERGY/ENTERTAINMENT VALUE

SKILL DIFFICULTY

SKILL DIFFICULTY FACTORS (5 POINTS AVAILABLE)

DIFFICULTY OF STUNTS PERFORMED
DIFFICULTY OF TUMBLING PERFORMED
DIFFICULTY OF PYRAMIDS PERFORMED

SKILL PERFECTION

SKILL PERFECTION FACTORS (5 POINTS AVAILABLE)

SHARPNESS OF SYNCHRONIZATION/RIPPLES USED IN STUNTS/TUMBLING/PYRAMIDS
STABILITY AND AWARENESS OF SKILL
FORM AND LANDINGS OF SKILL
MISSED STUNT SKILL/SKILL OMITTED
BOBBLE
FALL
TOUCH DOWN

LEGALITY & DEDUCTION

ACC SCHOLASTIC SCORING



LEGALITY

WARNING - NO POINTS ASSESSED

WARNINGS ARE GIVEN TO BRING ATTENTION TO A CERTAIN SKILL/ISSUE THAT WAS PERFORMED IN ORDER TO PREVENT BLATANT LEGALITY FROM GETTING CALLED AT A LATER COMPETITION

PERFORMANCE BASED LEGALITIES (.5 POINT PER OCCURANCE)

A SKILL THAT IS INITIALED LEGALLY; HOWEVER, DUE TO IMPROPER EXECUTION, THE SKILL BECOMES ILLEGAL

CHOREOGRAPHED LEGALITIES (1 POINT PER OCCURANCE)

THE LEGALITY WAS CHOREOGRAPHED

OUT OF BOUNDS (.5 POINT PER OCCURANCE)

STEPPING OUT-OF-BOUNDS (ANY BODY PART)

PROPS MAY BE PLACED OFF THE PERFORMANCE SURFACE; HOWEVER, ATHLETE(S) MUST REMAIN INSIDE THE PERFORMANCE SURFACE

TIMING VIOLATION

TIME BEGINS WITH THE FIRST MOVEMENT, VOICE, OR NOTE OF THE MUSIC. A TIME BUFFER, OF 3 SECONDS, WILL BE ALLOTTED.

AFTER THAT, THE FOLLOWING WILL BE ASSESSED:

1 - 5 SECONDS OVER - .5 POINT

6 SECONDS OVER - 1 POINT

DEDUCTION

MAJOR BUILDING FALL - STUNT & PYRAMID (2 POINTS)

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE BASES OR SPOTTERS

MULTIPLE BASES AND/OR SPOTTERS DROP TO THE PERFORMANCE SURFACE

THE TOP PERSON LANDS ON THE BASE AND/OR THE SPOTTER DROPS TO THE PERFORMANCE SURFACE

COED STYLE (ASSISTED OR UNASSISTED) STUNTS WHERE THE TOP PERSON LANDS ON THE PERFORMANCE SURFACE WITHOUT ASSISTANCE FROM BASES AND/OR SPOTTER

GAME DAY FORMAT VIOLATION (1 POINT)

EXCEEDING 3 CONSECUTIVE 8-COUNTS OF INCORPORATION DURING THE FIGHT SONG

STUNTS OUTSIDE THE ALLOTTED RESTRICTIONS

INCORRECT SITUATIONAL SIDELINE RESPONSE INCLUDING CALLING A GENERAL SIDELINE

UNSPORTSMANLIKE BEHAVIOR (5 POINTS)

COACHES, ATHLETES, PARENTS AND SPECTATORS MUST MAINTAIN PROFESSIONAL CONDUCT
INCREASED BEHAVIOR WILL RESULT IN REMOVAL OR DISQUALIFICATION

SKILLS LIST



BASIC

INTERMEDIATE

ADVANCED

ELITE

SUPER ELITE

INVERSION STYLE	BASIC	INTERMEDIATE	ADVANCED	ELITE	SUPER ELITE
INVERSION STYLE	Connected Ground Inversion to Below Prep Connected Prep Level Inversion to Below Prep Below Level Inversions to Ground (ex: yo-yo, back walkover, etc.) Prep Level Released Inversion to Below Prep Ground Inversion Release to Below Prep Hand to Hand Inversion Released to Below Prep Level	Connected Ground Inversion to Prep Connected Prep Level Inversions to Prep Suspended Forward Roll Variations & Inverted Dismounts (ex: Pancake, Cartwheel Style, etc.) Prep Level Released Inversion to Prep Ground Inversion Release to Prep Hand to Hand Inversion Released to Prep	Connected Ground Inversion to Extended Connected Prep Level and Below Inversions to Extended Prep Level Released Inversion to Extended Ground Inversion Release to Extended	Connected Full Twisting Ground Inversion to Extended Connected Full Twisting Prep Level and Below Inversions to Extended Prep Level Released Inversion to Extended Body Position Ground Inversion Release to Extended Body Position Hand to Hand Inversion Released to Extended Alternate Entries to Hand to Hand Stunts (ex: Full Around IN Hand to Hand)	Hand to Hand Inversion Released to Extended Body Position Twisting Released Inversion to Extended Hand to Hand Inversion to Extended Single Leg
RELEASE STYLE	Release to Prep Level and Below (ex: Quick Toss, Ball-Up) Horizontal Release to Prep Level and Below Extended Release to Below Prep Below Prep Release to Below Prep	Switch Up to Prep Single-Leg Prep Level Tic Toc Extended Release to Prep Level Prep Level Release to Prep	Release to Extended (ex: Quick Toss, Ball-Up) Horizontal Release to Extended Switch Up to Extended Single Leg Tic Toc to Extended Single Leg (Low to High) Extended Release to Prep Level Single Leg Stunt Prep Level Release to Extended Tic Toc to Extended Single Leg (High to High)	1/2 Twisting Release to Extended (ex: Quick Toss, Ball-Up) Horizontal Release to Body Position Full Twisting Switch-Up to Extended Single Leg Tic Toc to Extended Body Position (Low to High) 1/2 Twisting Tic Toc to Extended Single Leg (Low to High) Tic Toc to Extended Single Leg (High to High, Lib to Lib)	Full Twisting Release to Extended (Quick Toss, Ball-Up) Horizontal Twisting Release to Extended Full Twisting Switch-Up to Extended Body Position Full Twisting Tic Toc to Extended Single Leg (Low to High) Tic Toc to Extended Single Leg (High to High, BP to BP)
TWISTING STYLE	1/4 or 1/2 Up to Prep Level 1/4 or 1/2 Up to Extended 1/4 or 1/2 Twisting Transition to Side/Prone/Cradle	Full Up to Prep Level Full Up Variations (ex: Cross Leg, Bases Moving, Multiple Connections) Twisting Transition to Side/Prone/Cradle Full Twist Transition to Below Prep Level	Full Up to Extended Hands Full Around to Extended	1 1/2 Up to Extended Hands 1 1/2 Around to Extended Hands Full Around to Extended Body Position High to High Full Around to Extended (Single Leg to Single Leg) High to High 1 1/2 Around to Extended	Double Up to Extended Hands Double Around to Extended High to High Full Around to Body Position High to High Full Around to Extended (Single Leg to Single Leg) High to High 1 1/2 Around to Extended
COED STYLE	Assisted Coed Skills to Prep Level Assisted Walk-In / Toss to Chair Assisted Walk-In / Toss to Hands	Assisted Coed Skills to Extended Level Toss Hands Walk-In Hands, Press Extension Toss Hands, Press Extension	Assisted Coed Full Twisting Skills to Extended Toss Hands, Press to Extended Single Leg Walk-In to Extended Single Leg Toss Extension Assisted Tic Toc to Extended (Low to High) Toss Full Up to Prep Released Inversion to Prep Level Assisted Tic Toc to Extended (High to High)	Assisted Toss Single Arm Extended Stunts Toss Hands, Press to Extended Single Arm Stunt Walk-In to Extended Single Arm Variation Toss Extended Single Leg (Includes Platform to Single Leg) Assisted Twisting Release Inversions to Extended 1/2 Twist Release Released Inversion to Extended Platform Toss Extended Single Arm Two Feet Toss Extended Single Arm Lib Toss Full Up to Extended Platform	Toss Extended Single Arm to Body Position Toss Full Up to Immediate Single Leg Toss Full Up to Single Arm Two Feet Toss Full Up to Single Arm Immediate One Leg Hand to Hand Inversion Released to Single Leg Hand to Hand Inversion Released to Extended Body Position 1/2 Twisting Released Inversion to Extended Full Twisting Released Inversion to Extended Hand to Hand Inversion Full Twist Released to Extended
OTHER	Single Base Prep Level Stunt Prep Level and Below Stunts Not Previously Categorized Full Twist Cradle from Prep or Extension	Single Base Extended Stunt 1/2 Twist to Single Base Prep Level Stunt 1 - 1 1/4 Twist Cradle from Extended Single Leg Stunt Extended Single Leg Variations Not Previously Categorized	Single Base Extended Single Leg Variations Full Twist to Single Base Prep Level Stunt Kick Full Twist Cradle from Single Leg Stunt	Single Base Variations that Include Releases to Extended Single Leg	Single Base Variations that Included Full Twisting and/or Twisting Releases to Extended (ex: Full Up, 1/2 Twist Switch Up, Full Twisting Switch Up, 1/4 Twisting Tic Toc, etc) Single Base Inversions to Extended

1. Libs, Platforms, Targets, etc., are NOT considered Body Positions. Body Positions include Heel Stretch, Bow & Arrow, Arabesque, Scorpion, Scale, Needle, etc.

2. To Receive Credit, skills MUST show control throughout the Dismount, Pop-Off and/or Transition.

3. How Difficulty is Determined:

- a. Skills will be Evaluated and Assessed Within Each Category. (Ex: 1/4 Twisting Switch Up to Body Position > Full Twisting Switch Up to Body Position).
- b. Landing Position will be Evaluated and Assessed Within Each Category. (Ex: Double Up to Single Leg > Double Up to 2-Feet).
- c. Minimal movement of bases, limited number and type of connections between bases and top, top person's beginning and ending position, and completion of skill

ADD'L INFO

GLOSSARY

ACC SCHOLASTIC SCORING



GLOSSARY TERMS A-E

- Above Average** - Execution that surpasses the expected or average level of proficiency and quality
- Advanced Jump** - Toe Touch, Right/Left Hurdlers (front or side), Pike, or Double Nine
- Advanced Skill** - See skills list for list of skills
- All Building** – Reference to the division that does not allow for any tumbling skills to be performed
- All Music** - Reference to the division that does not allow for a cheer to be performed
- All Tumble** - Reference to the division that does not allow for any building skills to be performed
- Appeal** - Power or quality throughout routine
- Approach** – The action of the athlete in preparing to initiate a skill or element
- Athlete** - An individual who is participating in the routine
- Athleticism** - Refers to athletes display of strength, endurance, agility, or coordination
- Athleticism** – The physical agility of the athlete to perform routine skills in a characteristic manner displaying strength, control, and stability
- Average** - Execution that is expected
- Awareness** – The athlete demonstrates knowledge and comprehension of the skills, choreography, and technique performed throughout the routine
- Base** - A person who provides support for a top person
- Basic Skill** - See skills list for list of skills
- Below Average** - Execution that falls short of what is typically expected
- Bobble** - Shaky moment, loss of balance/control during a stunt or pyramid or minor and correctable deviation from the intended execution of the stunt or element
- Body Position** - (Stunt): A top athlete's leg is extended away from the body
- Bonus Points** - Additional points that are available in Building, Pyramid, Running and Standing Tumbling and are given in addition to the total points available
- Building** – Reference to the stunt and pyramid skills displayed throughout the routine
- Chest Placement** - Position and alignment of the chest area
- Choreography** – The creation and arrangement of the skills performed in the routine
- Combination** - The demonstration of two or more skills performed as one skill
- Combined** – The demonstration of two or more skills performed as one skill
- Comparative** – The assessment of one team's skills in relation to another team's skills
- Competitive** – To display skills or routine elements in an eager way to be better than another
- Completion** – The finish of a skill, element, and/or routine performance
- Confidence** – The athlete displays the feeling of self-assurance in their ability to perform a skill
- Confidence & Poise** - Refers to athletes composure, expression, courage, or conviction
- Connected** – (Connected skills) A skill demonstrates with immediate transition from the completion of one skill to the initiation of the next skill
- Controlled** - A point where a person's actions can determine the outcome of the situation or skill (Also see "Out of Control")
- Core** – (Core strength): The ability to maintain the body in ideal postures to perform a skill or element
- Creative** - Visual, unique elements, and innovative skills
- Cumulative** – Increasing the quantity number of a particular skill throughout the routine
- Dance** – Reference to a section of the routine where athletes can demonstrate various movement in a rhythmic style utilizing foot work, floor work, level changes and presentation
- Deduction** – A point value removed from a score. (see "deduction system" for detailed clarification)
- Difficulty** - An assessment of the skill value, based on how hard it is for the athlete to perform
- Dismount** - Conclusion or exit of a stunt or pyramid
- Display** – To show and bring attention to the skill, element, or performance
- Downtime** - Not actively engaged
- Easy to follow along** - Refers to a cheer or chant in which the athletes encourage the audience to actively participate
- Effectiveness** - Ability to engage
- Element** – A specific part of a skill needed to complete the skill
- Elite Skill** - See skills list for list of skills
- Enjoyment** – A reference to the display of the athletes genuine feeling of happiness during the performance of the routine
- Entertainment** - A reference to the display of the athlete's ability to perform and entertain the judges
- Entertainment Value** - Refers to the overall appeal, excitement, and enjoyment the routine offers to the audience and judges
- Execution** - The action of the word execute; demonstration of a particular skill or section to its fullest effect with precise technique

GLOSSARY

ACC SCHOLASTIC SCORING



GLOSSARY TERMS F-N

- Eye Contact** - Intentional act of looking directly into the eyes of the judges, crowd, or spectators throughout routine
- Facial Expression** - Deliberate and expressive use of athletes facial features, to convey specific emotions, enthusiasm, and energy during a routine or performance
- Factor** - Considerations when allocating points
- Fall** - When one or more participants in a stunt, pyramid, or tumbling skill lose their balance or control and are unable to recover, resulting in their descent from the skill - it is a significant error and deviation from the intended execution of the skill
- Flexibility** - The act of bending one's body to extend and complete the performance of a particular skill
- Floor** - (Usage of floor): The display of the skills is effectively using the space given on the performance floor
- Floor Formations** - Reference to designated spots for the athlete to perform the skills
- Floorwork** - Reference during the dance portion of the routine where anytime both feet are not bearing weight of the athlete
- Flow** - To move from section, skill, element or place to another section, skill, element, or place in the routine with a smooth uninterrupted progress
- Flyer/Top Person** - The athlete being supported above the performance surface in a stunt and/or pyramid
- Footwork** - Reference during the dance portion of the routine where anytime the athlete(s) create visual elements, patterns and displays with isolated movement of the feet
- Form** - A particular way in which the skill is performed
- Formation Changes** - Deliberate and choreographed transitions throughout a routine
- Formations** - A term referring to the planned and organized arrangements of athletes on the performance surface
- Genuine Enthusiasm** - Sincere and authentic display of excitement, passion, or eagerness
- Group** - (Stunt): In reference to the number of athletes creating the stunt skill
- Group** - (Tumbling): In reference to tumbling is 3 or more athletes performing a tumbling skill
- Height** - (Jumps): Refers to the vertical distance an athlete reaches with their legs and body
- Height** - The display of skills in reference to the various vertical options to create visual effects
- Hip Placement** - Refers to the positioning during jumps
- Hyperextension** - Refers to the act of extending the joints of the legs beyond their normal range of motion
- Impact** - Profound or powerful effect
- Incomplete** - Not executed as intended or has not been successfully completed
- Increased** - To make greater and stronger
- Individual** - Skills or elements performed by a single person throughout the routine
- Initiation** - (Stunt): The point from which a skill or element originates
- Initiation** - (Tumbling): The point from approach, body shape(s), and power into each skill
- Intended** - The plan or purposeful meaning to complete a skill or element
- Intermediate Skill** - See skills list for list of skills
- Intricacy** - Performing a skill or element with complexity and detail
- Involvement** - The act of participating in a skill, element, or performance
- Jump** - A skill which involves a change in body position while airborne from the floor (Not involving a hip overhead rotation)
- Landing** - The moment the athlete makes contact with the performance surface at the completion of a jump or tumbling skill
- Leg Placement** - A reference to the specific position of the leg during the performance of a skill or element
- Level Change** - (Overall): In reference to the various vertical options to create visual effects
- Maintaining** - To keep in an existing state with minimal change
- Majority** - 50% plus one of the teams total
- Minimal** - Shortest or smallest possible amount of time spent
- Minimal** - The least possible or very small or slight
- Minimal Bases** - Building skills performed throughout the routine using the least possible bases
- Minimal Movement** - Skills performed are done with the least amount of movement possible
- Missed Skill** - Failure to execute a specific skill or element as intended during a routine or performance
- Most** - 75% or greater of the teams total
- Motions** - Aspect of routines involving specific hand and arm movements
- Movement** - The act of changing physical location or position
- Multiple** - More than one
- No Skills Performed** - Absence of skills

GLOSSARY

ACC SCHOLASTIC SCORING



GLOSSARY TERMS N-V

- Non-Airborne Skill** - A skill or element that is performed without the participants leaving the ground or becoming airborne
- Obvious** - Easily seen, understood in the performance of a skill or section
- Out of Control** - A point where a person's actions can no longer determine the outcome of the situation or skill
- Pace** - The variable rate or speed of movement
- Partner work** - The reference to the interaction of two or more athletes together
- Perform** - (Performed): to present skills to their completion
- Pointed Toes** - Refers to the position of the athletes feet and ankles when performing skills
- Points Available** - Total Number of points that can be earned in a specific category
- Positioning** - A particular way in which the athlete must place or arrange themselves to complete a skill
- Power** - Display of skills with control, authority, and direct ability
- Precise** - Athlete's perform with exact, accurate, and careful detail
- Precision** - Athlete's complete skills, elements, and perform accurately
- Presentation** - In reference to how the athlete conveys the choreography and performs a skill or element
- Props** - Physical objects, equipment, or accessories that cheerleaders incorporate into their routines
- Pyramid** - Reference to a specific section of a routine involving braced stunts
- Pyramid Structure** - Two or more stunt groups connected by the top persons holding hands, feet, waist, or legs
- Quantity** - The amount or number of athletes, skills, and/or elements performed
- Ripple** - A choreographic section in which the skill or movement is done by an athlete(s) and repeated exactly by subsequent athlete(s) in turn
- Rotation** - Movement or turning action of the hip joints
- Routine** - The composition of all elements needed to perform in a particular level / division
- Running Tumbling** - Tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill
- Sharpness** - Precision, clarity, and crispness of movements and gestures performed
- Simultaneous** - To perform a skill, element, or movement at the same time
- Skill** - Physical execution of the specific sections of competitive cheer
- Skill Omitted** - Left out or intentionally not performed as part of a routine
- Small Group** - (Tumbling): In reference to tumbling is 3 or more athletes performing a tumbling skill
- Spacing** - The arrangement of each athlete or group of athletes in reference to the space between
- Stability** - Skills performed with firm control and demonstrate quality of strength
- Standing Tumbling** - Tumbling skill(s) performed from a standing position without any previous forward momentum
- Straight Legs** - Tully extended and not bent at the knees or hips
- Stunt** - (Stunt Skill): Any skill in which involves a top athlete supported above the performance surface by one or more athletes
- Super Elite Skill** - See skills list for list of skills
- Synchronization** - To present, arrange and perform a skill in identical form at the same time
- Synchronized** - To present, arrange and perform a skill in identical form at the same time
- Technique** - To execute a skill, element, or performance in an effective way
- Throughout** - In reference to every part of the skill, element, or performance. (From initiation to completion)
- Tier** - Categories based on different criteria
- Touch Down** - During a tumbling skill an athlete lands on their hand, hands, knee, knees, or head
- Transition** - A change or shift from one skill, element, or section to another
- Tumbling** - Any hip-over-head skill that is not supported by a base that begins and ends on the performing surface
- Uniformity** - Having always the same form or manner in performing an element or skill
- Unnecessary** - Not needed and avoidable
- Utilization** - A term referring to the use of a particular number of skills or athletes
- Value** - The consideration of importance during the display of skills, elements, or routine
- Variety** - Different or diverse in the display of a skill, element, or performance
- Visual** - (Visual element): a demonstration of a particular skill or element that appeals to the sight and is used for effect or illustration