

# MPSSCC Scoresheets 2023-24



**SCAN ME**

**For Digital Copies of  
the Scoring System!**



Hello!

**I am Kari Ganske**

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Co-State Director of Cheerleading for Maryland

Former High School Cheer & Dance Coach

Judge at HS, rec, college, all-star level for over 15 years

Judge all over US and England

7 time USASF Worlds Cheer Judge

English teacher at Magruder High School

**YES!! or I agree!!**



**NO!! or I disagree!!**



# Cheer uniforms should have **SKIRTS!**



**YES!! or I agree!!**



**NO!! or I disagree!!**

## A Little Backstory

- First scoresheets = no rubrics (gasp); Open categories out of 10 points. No tenths.
- Morphed from there to where we are now.
- Have been using this format for almost a decade.
  - Can now use tenths of points
  - All categories out of 10
  - 5 Degree of Difficulty categories based on rubrics

## Revisions

- Rubrics/Scoring System gets adjusted every 2 years (if necessary)
- This is the beginning of year 2 (so could adjust next summer)
- INPUT FROM COACHES!! We want to hear from you!
- Must keep all ability levels, counties, and safety in mind

**MUST USE THE  
CLARIFICATION  
DOCUMENT!!**

## Judging Panel

- 6 Judges - 1 Head, 3 Panel, 2 Safety/Deductions
- 1 Head Judge/Scripter
  - Scripts entire routine
  - Checks rubric ranges
  - Leads the panel
- Category Judging - Execution and Difficulty
  - 1 Stunt/Pyramid
  - 1 Tumble/Jump
  - 1 Overall/Cheer/Toss/Dance
- 2 Safety Judges
  - Rules violations - per NFHS spirit rules book
  - Falls/Bobbles





# Judges are a **TEAM!**

You will see them talking to each other.

# Our Scoring System is Comparative.



**YES!! or I agree!!**



**NO!! or I disagree!!**

## Judge's Resources

### Tracking/Scripting Sheets

- Short-hand notes to script elements in their category.
- Write down actual scores in a grid
- Compare to every team in the competition

### Rubrics

- Use to find the degree of difficulty score
- Based on number of athletes and skill
- Stunts/pyramids/tumbling - RANGES
- Jumps/Tosses - FLAT SCORES

## A Note on ALL the Rubrics

- Numbers matter
- Specific skills matter
- Read the clarifications/definitions at the top of each rubric and the CLARIFICATION DOCUMENT
- Ranged rubrics – the elements listed are the MINIMUM needed to get in the range. ANYTHING extra will help drive the score in that range.
- Do not count intentionally illegal skills
- Where you fall within a rubric range is based on the competition
  - Teams can get the same score

# Rubrics Numbers

# of Team Members	Quantity	
	# to achieve 50%	# to achieve 75%
24 or 25	12	18
23	11	17
22	11	16
20 or 21	10	15
19	9	14
18	9	13
16 or 17	8	12
15	7	11
14	7	10
12 or 13	6	9
11	5	8
10	5	7
8 or 9	4	6
7	3	5
6	3	4
4 or 5	2	3

Number of Team Members	Expected Number of Groups
25	5
20-24	4
15-19	3
10-14	2
9&Under	1

**Degree of Difficulty accounts for the highest percentage of scores on our system.**



**YES!! or I agree!!**



**NO!! or I disagree!!**



# Perfection Before Progression

Total Score: 130

DofD: 50pts = 39%

T&E&Overall Sheet: 80pts = 61%

# Stunts/Pyramids



**DEGREE OF DIFFICULTY RUBRIC- STUNTS**

<b>SCORE</b>	<b>REQUIRED ELEMENTS: All of the following conditions must be met to score in the range:</b>
0	No stunts performed
1.0-2.5	Expected number of groups performs stunts below prep level
2.5-3.5	Expected number of groups perform 2-leg stunts at prep level
3.5-4.5	Expected number of groups performs full extensions or single-leg shoulder height stunts
4.5-5.5	Expected number of groups perform single leg extended stunts with one (1) body position
5.5-6.5	Expected number of groups performs the following <b>within the same sequence</b> : <ul style="list-style-type: none"> <li>● Extended single-leg stunts with two (2) advanced body positions</li> <li>● At least one (1) specialty mount/transition/dismount</li> </ul>
6.5-7.5	Expected number of groups performs the following <b>within the same sequence</b> : <ul style="list-style-type: none"> <li>● Extended single-leg stunts with three (3) advanced body positions</li> <li>● At least one (1) specialty mount/transition/dismount</li> </ul>
7.5-8.5	Expected number of groups performs the following <b>within the same sequence</b> : <ul style="list-style-type: none"> <li>● Extended single-leg stunts with three (3) advanced body positions</li> <li>● Two (2) DIFFERENT specialty mounts/transitions/dismounts</li> </ul>
8.5-10	Expected number of groups performs the following <b>within the same sequence</b> : <ul style="list-style-type: none"> <li>● Extended single-leg stunts with three (3) advanced body positions</li> <li>● Three (3) DIFFERENT specialty mounts/transitions/dismounts</li> <li>● One of the 3 required transitions must include a release to extended position that originates from a stunt and not from the performance surface</li> </ul>

**DEGREE OF DIFFICULTY RUBRIC- PYRAMIDS**

<b>SCORE</b>	<b>REQUIRED ELEMENTS: All of the following conditions must be met to score in the range:</b>
0	No pyramid performed
2.5-3.5	Less than the expected number of groups perform any structures
3.5-4.5	Expected number of groups performs structures at shoulder height or below
4.5-5.5	Expected number of groups perform structures at extended level
5.5-6.5	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none"> <li>● One (1) extended single-leg structure</li> <li>● One (1) specialty mount/transition/dismount</li> </ul>
6.5-7.5	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none"> <li>● Two (2) extended single-leg structures</li> <li>● Two (2) specialty mounts/transitions/dismounts</li> </ul>
7.5-8.5	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none"> <li>● Three (3) extended single-leg structures</li> <li>● Three (3) DIFFERENT specialty mounts/transitions/dismounts</li> </ul>
8.5-10	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none"> <li>● Three (3) DIFFERENT extended single-leg structures</li> <li>● Four (4) DIFFERENT specialty mounts/transitions/dismounts</li> <li>● One of the required 4 mounts/transitions/dismounts must include an inverted release</li> </ul>

## Increasing in Range

- Remember - the things listed are the MINIMUM required
- Adding skills/mounts/dismounts beyond the minimum
- Type of skill performed
- Speed/pace of the sequence
- Number of groups participating
  - Do you have the ability to put up more than required?
  - With or without fronts?
- Combination of skills/transitions

# Tumbling/Jumps



## DEGREE OF DIFFICULTY RUBRIC- JUMPS

**Sequence:** elements performed at the same time (in a section) in the routine. This can include elements performed in a ripple.

- There can be no more than four counts between jumps performed in a sequence. This includes counts used for choreography.

**Connected:** no approach between jumps (meaning a whip approach)

**Variety:** at least 2 different jumps within the sequence

**NOTE:** A tuck jump, double hook/table top, and a spread eagle/x-out are **NOT** considered advanced jumps.

**NOTE:** THESE ARE NOT RANGES

SCORE	REQUIRED ELEMENTS:
0	No jumps performed
2.5	Less than 75% of the team members perform jumps
5	75% of team members perform any combination of basic jumps
6	75% of team members perform 1 advanced jump
7	75% of team members perform 2 advanced, non-connected jumps
8	75% of team members perform 2 advanced, connected jumps with no variety
9	75% of team members perform 2 advanced, connected jumps with variety
10	75% of team members perform 2 advanced, connected jumps with variety PLUS one additional jump; or 3 connected, advanced jumps

**DEGREE OF DIFFICULTY RUBRIC- TUMBLING**

<b>SCORE</b>	<b>REQUIRED ELEMENTS: All of the following conditions must be met to score in the range:</b>
0	No tumbling performed
4.0-5.0	Tumbling does not meet the requirement for 5-6 range
5.0-6.0	75% of team members perform <b>cartwheels or round-offs</b> which are synchronized from the initiation of the pass. No other choreography should be performed during this time.
6.0-7.0	50% of team performs <b>back handsprings</b> (standing OR running) which are synchronized from the initiation of the pass. No other choreography should be performed during this time.
7.0-8.0	75% of team members perform <b>back handsprings</b> (standing OR running) which are synchronized from the initiation of the pass. No other choreography should be performed during this time.
8.0-9.0	50% of team performs <b>back tucks</b> (standing OR running) which are synchronized from the initiation of the pass. No other choreography should be performed during this time
9.0-10	75% of team members perform <b>back tucks</b> (standing OR running) which are synchronized from the initiation of the pass. No other choreography should be performed during this time.

## Increasing in Range

- More skills than minimum
- Synchronized skills
- More passes than needed or specialty passes
- Transitional Tumbling (even if lower skill)
- Team participation (number of individual athletes completing skills)
- Jump - Tumble combinations

**The Overall Scoresheet has the most possible points.**



**YES!! or I agree!!**



**NO!! or I disagree!!**



# Stunts/Pyramids

40 points out of 130 possible = 31% of the scoresheet

# Tumbling/Jumps

40 points out of 130 possible = 31% of the scoresheet

# Overall

50 points out of 130 possible = 38% of the scoresheet

Overall  
(Cheer, Dance, Toss)

## DEGREE OF DIFFICULTY RUBRIC- BASKET TOSSES

**Sequence:** elements performed at the same time (in a section) in the routine. This can include elements performed in a ripple.

**NOTE:** Any additional tosses performed will be considered for execution score and Overall Impression score.

**NOTE:** THESE ARE NOT RANGES

SCORE	REQUIRED ELEMENTS: All of the following conditions must be met to score in the range:
0	No tosses performed
7.5	Less than the expected number of groups performs any tosses
8.0	Expected number of groups perform straight ride tosses
8.5	Expected number of groups performs one-skill tosses in sequence (including single twists)
9.0	Expected number of groups performs two-skill, non-twisting tosses in sequence
9.5	Expected number of groups performs tosses containing one skill and one full twist in sequence (Example: kick single)
10	Expected number of groups perform tosses containing two skill and one twist in sequence (Example: hitch-kick single or kick-kick single)

## Subjective Categories

- All subjective, non-rubric categories, including technique and execution scores, will be assessed on a 5-10 scale. Therefore, the lowest score given for these categories will be a 5.
- Cheer, Dance, and Overall Impression scores include both difficulty and execution.
  - These are 10 point categories and should be treated as such – not just an afterthought or a “fluff” element.
- There is no minimum or maximum requirement for length of cheer or dance; however, the judges need to be able to identify the section as such and see the skills executed.

## Cheer - Things to Consider

- Motion technique – sharpness, placement, punch, synch
  - Are actual motions being used – not just clapping, angry stomping, or transitioning?
- Voice - clarity, enunciation, volume, participation
- Synchronization and Timing
- Footwork
- Floor work/Level Changes
- Visual Appeal – creating pictures, moving eye front to back/side to side
- Age/audience appropriate – speed, words, difficulty of motions
- Transitions and formations
- Energy, facials

## Dance - Things to Consider

- Motion technique – sharpness, placement, punch, synch
  - Are actual motions being used – not just clapping, angry stomping, or running transitions?
- Dance technique – musicality, partner work, are they actually dancing?
- Synchronization and Timing
- Footwork
- Floor work/Level Changes
- Visual Appeal – creating pictures, moving eye front to back/side to side
- Age/audience appropriate – speed, difficulty of motions, family friendly
- Transitions and formations
- Energy, facials, performance quality

## Overall Impression

- Overall technique and execution
- Is the routine appropriate for their ability/age level
- Formations, transitions – clean, thought out, fluid
- Energy, facials, performance quality
- Ability to recover from any mistakes
- Visual appeal
- Creativity, uniqueness
- Age/audience appropriate

# Technique & Execution



## Judges Look For:

- Entire skill - beginning to end
- Motion technique/placement
- All involved (bases, flyer, spotters)
- Based on MAJORITY
- Spacing, formation changes, timing, pace
- Synchronization between groups/athletes
- Read comments!

## Final Thoughts

- Simple, genuine smiles are best (with energy)
- Play to your strengths
- Consider your audience - this is not Pep Rally or a Music Video - ATHLETIC, family friendly event
- Judges don't really care about music
- Safety first!! Perfection before Progression
- Judges can only judge what they can see
- All scores are final
- Good sportsmanship a must

# Deduction Sheets

<b>TUMBLING DEDUCTION:</b>			
<b>Tumbling Bobble</b> - Slight touchdown - Majority of weight is not borne to floor	# of	-0.25 Each Total	Notes/Warning:
<b>Tumbling FALLS</b> - Including on hands, knees, or buttocks (full weight down)	# of	-0.50 Each Total	Notes/Warning:
<b>GENERAL DEDUCTION:</b>			
<b>Exceeding Boundaries/Transition Falls</b>	# of	-0.25 Each Total	Notes/Warning:
<b>Appearance/Uniform</b> - Including hair, jewelry, loss of shoe	# of	-0.25 Each Total	Notes/Warning:
<b>Illegal Execution of Routine Elements</b> ** Cite Page	# of	-1.0 Each Total	Notes/Warning:
<b>Illegal Routine Elements</b> ** Cite Page	# of	-3.0 Each Total	Notes/Warning:
<b>Unsportsmanlike Conduct</b> -Including: Questioning Officials, Inappropriate Dance, Cheer Words that Bait or Taunt Opponent, Cell Phone Usage, Not Following Competition Rules and Regulations	# of	-5.0 Each Total	Notes/Warning:
<b>TOTAL DEDUCTIONS:</b>			

## Some Ins and Outs

- Safety judges at the event define “bobble” and use that as their guide - almost falls but is saved
- Usually try to give the benefit to the team - the lower deduction, when possible
- Warnings at invitationals = only if it was “on the cusp” - something to keep an eye on
- No video replay

Thanks!

**ANY QUESTIONS?**



Website: <http://marylandcheercoaches.org/>

Cheer Rules: [www.cheerrules.org](http://www.cheerrules.org)

NFHS: [www.nfhs.org](http://www.nfhs.org)

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