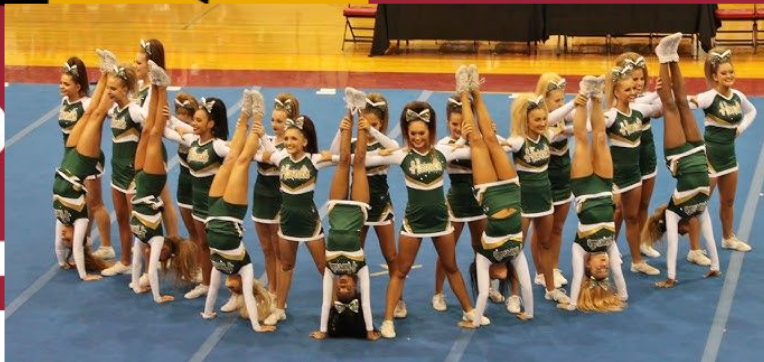


MPSSCC Scoresheets 2024-25





Hello!

I am Heather O'Brien

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Co-State Director of Cheerleading for Maryland

Former High School Cheer Coach

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

Judge all over US

9 time USASF Worlds Cheer Judge

Special Education teacher at Urbana High School



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, Canada, and England

8 time USASF Worlds Cheer Judge

English teacher at Magruder High School

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 except Cheer & Dance - now out of 5 points (NEW!)
 - 5 Degree of Difficulty categories based on rubrics

Revisions

- Rubrics/Scoring System gets adjusted every 2 years (if necessary)
- This is the beginning of our 2 year cycle (2024-2026)
- INPUT FROM COACHES!! We take your feedback!
- 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!

This is why you will see a fluctuation in scores from comp to comp.

Scores depend on what other teams are performing and where the judge started.

Sometimes a 9.6 could be the highest score of the comp; sometimes the lowest.

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

No changes

# 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



Perfection Before Progression

Total Score: 120

DofD: 50pts = 42%

T&E&Overall Sheet: 70pts = 58%

NO CHANGES
to the following rubrics



JUMPS



BASKET TOSS



TUMBLING

Stunts/Pyramids

New Stunt Rubric Ranges

SCORE	REQUIRED ELEMENTS: <u>All</u> of the following conditions must be met to score in the range:
0	No stunts performed
*2.0	Teams who perform skills in the 2-3 to 5-6 ranges with LESS THAN THE EXPECTED number of groups
2-3	Expected number of groups perform stunts below prep level
3-4	Expected number of groups perform 2-leg stunts at prep level
4-5	Expected number of groups perform full extensions or single-leg shoulder height stunts
5-6	Expected number of groups perform single leg extended stunts with one (1) body position
*6.0	Teams who perform skills in the 6-7 to 9-10 ranges with LESS THAN THE EXPECTED number of groups
6-7	Expected number of groups performs the following within the same sequence : <ul style="list-style-type: none"> ● Extended single-leg stunts with one (1) advanced body positions ● At least one (1) specialty mount/transition/dismount
7-8	Expected number of groups performs the following within the same sequence : <ul style="list-style-type: none"> ● Extended single-leg stunts with two (2) advanced body positions ● At least one (2) specialty mount/transition/dismount
8-9	Expected number of groups performs the following within the same sequence : <ul style="list-style-type: none"> ● Extended single-leg stunts with two (2) advanced body positions ● Two (2) DIFFERENT specialty mounts/transitions/dismounts ● One of the 2 required transitions must include a release to extended position.
9-10	Expected number of groups performs the following within the same sequence : <ul style="list-style-type: none"> ● Extended single-leg stunts with two (2) advanced body positions ● Three (3) DIFFERENT specialty mounts/transitions/dismounts ● One of the 3 required transitions must include a full twisting release to extended advanced body position.

Clarifications

- Note: only 2 body positions are required for 9-10 range
- Switch-ups will now count as a release to extended position in both 8-9 and 9-10 ranges
- The expectation is that the flyer completes the rotation in the required twist for 9-10 range
 - Can be assessed in tech & execution if not
- 2.0 and 6.0 added to accommodate performance errors not deliberate choreography
- The goal was not to include the HARDEST skill in the 9-10 range; just a harder skill that is still safely attainable by most teams in our state.

New Pyramid Rubric Ranges - only change is the ranges; requirements stay the same.

SCORE	REQUIRED ELEMENTS: All of the following conditions must be met to score in the range:
0	No pyramid performed
3-4	Less than the expected number of groups perform any structures
4-5	Expected number of groups perform structures at shoulder height or below
5-6	Expected number of groups perform structures at extended level
6-7	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none">● One (1) extended single-leg structure● One (1) specialty mount/transition/dismount
7-8	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none">● Two (2) extended single-leg structures● Two (2) specialty mounts/transitions/dismounts
8-9	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none">● Three (3) extended single-leg structures● Three (3) DIFFERENT specialty mounts/transitions/dismounts
9-10	Expected number of groups perform the following in the same sequence: <ul style="list-style-type: none">● Three (3) DIFFERENT extended single-leg structures● Four (4) DIFFERENT specialty mounts/transitions/dismounts● One of the required 4 mounts/transitions/dismounts must include an inverted release

released braced inversion example
for smaller teams

This is NOT an inverted release




Increasing in Range for ALL Rubrics

- 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

Deduction Sheets

Flyer dropping body positions will still be assessed in execution scores.



Team Name/Division:			
STUNTING DEDUCTION:			
Blatant Stunting Bobbles Excessive movement of stunt group to save a stunt Stunt that almost falls but is saved Flyer dropping body position	# of	-0.25 Each Total	Notes/Warning:
Falls Caught by Bases Includes touchdown of flyer's foot/feet or hand(s) when caught in a cradle	# of	-1.0 Each Total	Notes/Warning:
Incomplete twisting dismounts	# of	-0.50 Each Total	Notes/Warning:
Falls to Ground Flyer or any part of base hitting the floor	# of	-2.0 Each Total	Notes/Warning:
Pyramid Collapse <div style="border: 1px solid red; padding: 5px; display: inline-block;"> Will only be assessed if the individual deductions > 3pts. </div>	# of	-3.0 Total	Notes/Warning:
TUMBLING DEDUCTION:			
Tumbling Bobble - Slight touchdown - Majority of weight is not borne to floor	# of	-0.25 Each Total	Notes/Warning:
Tumbling FALLS - Including on hands, knees, or buttocks (full weight down)	# of	-0.50 Each Total	Notes/Warning:

No Changes to General Deductions

GENERAL DEDUCTIONS:			
Exceeding Boundaries/Transition Falls	# of	-0.25 Each Total	Notes/Warning:
Appearance/Uniform - Including hair, jewelry, loss of shoe	# of	-0.25 Each Total	Notes/Warning:
Illegal Execution of Routine Elements ** Cite Page	# of	-1.0 Each Total	Notes/Warning:
Illegal Routine Elements ** Cite Page	# of	-3.0 Each Total	Notes/Warning:
Unsportsmanlike Conduct	# of	-5.0 Each Total	Notes/Warning:

Deductions Clarifications

- Pyramid Collapse - when a stunt fall directly causes others to fall. Will be used when the total of the deductions would be more than 3 pts.
 - Ex: outside heel stretch falls to ground and pulls the middle prep down to ground as well. Normal = 4pts; New- 3pts
 - NON ex: outside heel stretch falls to base making the middle prep fall to base. Normal = 2pts; Assessed = 2pts
 - NON Ex: Outside heel stretch falls to ground Recovers, Remount, Later Falls to ground again = 2 separate falls unconnected to each other. Assessed = 4pts

Tumbling/Jumps

DEGREE OF DIFFICULTY RUBRIC- JUMPS

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

Variety: at least 2 different jumps within the requirements

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

SCORE	REQUIRED ELEMENTS: All of the following conditions must be met to score in the range:
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 cartwheels or round-offs or front walkovers or back walkovers 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 back handsprings (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 back handsprings (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 back tucks (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 back tucks (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
- Tumble: 5-6 range - can not combine skills
- Synchronized skills - running passes
- More passes than needed or specialty passes
- Transitional Tumbling (even if lower skill)
- Team participation (number of individual athletes completing skills)
- Jump - Tumble combinations (tumble rubric)

Stunts/Pyramids

40 points out of 120 possible = 33% of the scoresheet

Tumbling/Jumps

40 points out of 120 possible = 33% of the scoresheet

Overall

40 points out of 120 possible = 33% 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)

No changes to rubric - judges must be able to clearly identify the skill(s) through execution & choreography

Ball-X will now count as 2 skill toss

Ball-arch will NOT

Subjective Categories

- Technique and Execution scores & Overall Impression, will be assessed on a 5-10 scale. Therefore, the lowest score given for these categories will be a 5.
- Cheer & Dance - NOW 0-5 points each to make overall scoresheet equal to the other scoresheets
- 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**
- **Is every athlete & every count being utilized effectively?**
- Energy, facials, performance quality
- Ability to recover from any mistakes
- Visual appeal
- Creativity, uniqueness - surprise us!
- Age/audience appropriate

Technique & Execution

Judges Look For:

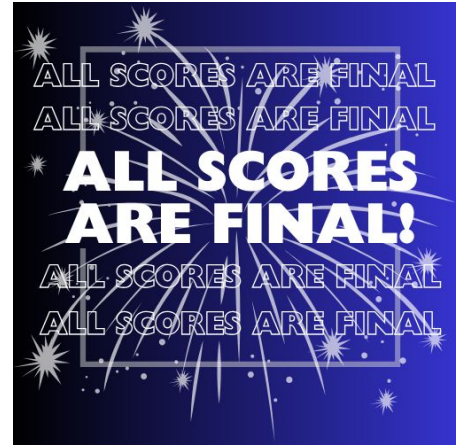
- Entire skill - beginning to end
- Motion technique/placement
- All involved (bases, flyer, spotters)
- Based on MAJORITY
- Spacing, formation changes, timing, pace
- Synchronization between groups/athletes
- Read comments!

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

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” or something to keep an eye on
- No video replay



Thanks!

ANY QUESTIONS?



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

Cheer Rules: www.cheerrules.org

NFHS: www.nfhs.org