

BCA CHEER SCORE SHEET (ALL-STAR)

BUILDING SKILLS	Difficulty	Technique	Total Possible
STUNTS	0.0 – 5.0	0.0 – 5.0	10.0
PYRAMIDS	0.0 – 5.0	0.0 – 5.0	10.0
TOSSES	0.0 – 5.0	0.0 – 5.0	10.0

BUILDING SKILLS – CO-ED/SINGLE BASE <i>(Senior & Open Co-Ed Levels 3-6 Only)</i>	Difficulty	Technique	Total Possible
MULTI BASE STUNTS	0.0 – 4.0	0.0 – 4.0	8.0
CO-ED SINGLE BASE STUNTS	0.0 – 1.0	0.0 – 1.0	2.0
PYRAMIDS	0.0 – 5.0	0.0 – 5.0	10.0
TOSSES	0.0 – 5.0	0.0 – 5.0	10.0

TUMBLING SKILLS	Difficulty	Technique	Total Possible
STANDING TUMBLING	0.0 – 5.0	0.0 – 5.0	10.0
RUNNING TUMBLING	0.0 – 5.0	0.0 – 5.0	10.0
JUMPS	0.0 – 5.0	0.0 – 5.0	10.0

OVERALL ROUTINE	Range	Total Possible
BUILDING CREATIVITY	3.0 – 5.0	5.0
ROUTINE CREATIVITY	3.0 – 5.0	5.0
MOTIONS/DANCE	3.0 – 5.0	5.0
OVERALL PERFORMANCE	3.0 – 5.0	5.0

Notes:

- Toss category has been removed from Level 1 Divisions and Mini Level 2.
- Scores in all divisions will be converted to a Percent of Perfection score out of 100% and then any deductions will be taken from this score.

BUILDING SCORE GUIDELINES (ALL-STAR)

STUNT DIFFICULTY		
BELOW	1.0 – 2.0	Skills performed do not meet Low range requirement.
LOW	2.0 – 3.0	Most of the athletes participate in 2 level appropriate skills.
MEDIUM	3.0 – 4.0	Most of the athletes participate in 3 level appropriate skills.
HIGH	4.0 – 5.0	Most of the athletes participate in 4 level appropriate skills.

PYRAMID DIFFICULTY		
BELOW	1.0 – 2.0	Skills performed do not meet Low range requirement.
LOW	2.0 – 3.0	Pyramids that include at least 2 structures and 2 level appropriate transitions performed by most of the athletes.
MEDIUM	3.0 – 4.0	Pyramids that include at least 2 structures and 3 level appropriate transitions performed by most of the athletes.
HIGH	4.0 – 5.0	Pyramids that include at least 2 structures and 4 level appropriate transitions performed by most of the athletes.

TOSS DIFFICULTY (Levels 2-6)	
0.0	No Tosses are performed.
4.0	Less than majority of athletes perform a level appropriate toss.
4.5	Majority of athletes perform a level appropriate toss.
5.0	Majority of athletes perform a level appropriate toss in the same section (rippled or synchronized).

BUILDING TECHNIQUE		
NO SKILLS	0.0	Skills for category are not performed.
NOVICE	1.0 – 2.0	Skills performed need strong focus on improvement in the areas of form, synchronization and spacing.
INTERMEDIATE	2.0 – 3.0	Less than majority of the athletes performed the skills with excellent form, synchronization and spacing.
ADVANCED	3.0 – 4.0	Majority of the athletes performed the skills with excellent form, synchronization and spacing.
EXCELLENT	4.0 – 5.0	Most of the athletes performed the skills with excellent form, synchronization and spacing.

CO-ED/SINGLE BASE STUNT SCORING		
BELOW	0.0 – 1.0	Skills performed do not meet Low range requirement.
LOW	1.0 – 2.0	Most of the athletes participate in 2 level appropriate skills.
MEDIUM	2.0 – 3.0	Most of the athletes participate in 3 level appropriate skills.
HIGH	3.0 – 4.0	Most of the athletes participate in 4 level appropriate skills.
CO-ED/SINGLE BASE STUNTS	0.0 – 1.0	Co-Ed/Single Base Skills may be performed assisted or unassisted and must begin from the performance surface and transition to prep level or above. Any athlete can fulfil the " BASE " role. However, the proper quantity of males must be involved in the skill(s). *See Co-Ed Quantity Chart.
CO-ED/SINGLE BASE TECHNIQUE	0.0 – 1.0	Technique of Co-Ed/Single Base Stunt(s) Performed.

TUMBLING SCORE GUIDELINES (ALL-STAR)

STANDING TUMBLING		
BELOW	1.0 – 2.0	Skills performed do not meet Low range requirement.
LOW	2.0 – 3.0	Majority of the athletes perform 1 level appropriate pass.
MEDIUM	3.0 – 4.0	Most of the athletes perform 1 level appropriate pass.
HIGH	4.0 – 5.0	Most of the athletes perform 1 synchronized level appropriate pass, plus, Majority of the athletes perform 1 level appropriate pass.

RUNNING TUMBLING		
BELOW	1.0 – 2.0	Skills performed do not meet Low range requirement.
LOW	2.0 – 3.0	Less than majority of the athletes perform 1 level appropriate pass.
MEDIUM	3.0 – 4.0	Majority of the athletes perform 1 level appropriate pass.
HIGH	4.0 – 5.0	Most of the athletes perform 1 level appropriate pass.

JUMPS	
0.0	No Jumps performed.
4.0	Most of the athletes perform 1 advanced jump (Advanced = toe touch, herkie, hurdler, pike).
4.5	Most of the athletes perform 2 connected advanced jumps - Must be synchronized and include variety . (Advanced = toe touch, herkie, hurdler, pike). Tiny/Mini: Most of the athletes perform 2 advanced synchronized jumps but they do not need to be connected.
5.0	Most of the athletes perform 3 connected advanced jumps or 2 connected advanced jumps plus 1 additional advanced jump - Must be synchronized and include variety . (Advanced = toe touch, herkie, hurdler, pike). Tiny/Mini: Most of the athletes perform 3 advanced synchronized jumps but they do not need to be connected.

TUMBLING TECHNIQUE		
NO SKILLS	0.0	Skills for category are not performed.
NOVICE	1.0 – 2.0	Skills performed need strong focus on improvement in the areas of form, synchronization, and spacing.
INTERMEDIATE	2.0 – 3.0	Less than majority of the athletes performed the skills with excellent form, synchronization, and spacing.
ADVANCED	3.0 – 4.0	Majority of the athletes performed the skills with excellent form, synchronization, and spacing.
EXCELLENT	4.0 – 5.0	Most of the athletes performed the skills with excellent form, synchronization, and spacing.

OVERALL ROUTINE SCORE GUIDELINES (ALL-STAR)

BUILDING CREATIVITY		
GOOD	3.0 – 4.0	Less than majority of the building skills display outstanding use of innovation, visual appeal, uniqueness, and wow factor. Not limited to just level appropriate skills.
STRONG	4.0 – 5.0	Majority of the building skills display outstanding use of innovation, visual appeal, uniqueness, and wow factor. Not limited to just level appropriate skills.

ROUTINE CREATIVITY		
GOOD	3.0 – 4.0	Less than majority of the ground skills display outstanding use of innovation, visual appeal, uniqueness, formation/spacing uniformity, floor transitions and wow factor.
STRONG	4.0 – 5.0	Majority of the of the ground skills display outstanding use of innovation, visual appeal, uniqueness, formation/spacing uniformity, floor transitions and wow factor.

DANCE/MOTIONS		
GOOD	3.0 – 4.0	Less than majority of the athletes performs strong motion placement and technique while the dance incorporates little to no formation changes, footwork, and level changes.
STRONG	4.0 – 5.0	Majority of the athletes performs strong motion placement and technique while the dance incorporates numerous formation changes, footwork, and level changes.

OVERALL PERFORMANCE		
GOOD	3.0 – 4.0	Less than majority of the athletes presented the routine with a high level of confidence, natural facial expression, energy, showmanship, crowd appeal and genuine enthusiasm throughout the routine.
STRONG	4.0 – 5.0	Majority of the athletes presented the routine with a high level of confidence, natural facial expression, energy, showmanship, crowd appeal and genuine enthusiasm throughout the routine.

Building and Tumbling Technique Comments Guidelines:

- **NOVICE RANGE:** Should have at least 4 specific constructive comments a feedback.
- **INTERMEDIATE RANGE:** Should have at least 3 specific constructive comments as feedback.
- **ADVANCED RANGE:** Should have at least 2 specific constructive comments as feedback.
- **EXCELLENT RANGE:** Should have at least 1 specific constructive comments as feedback.

QUANTITY CHARTS (ALL-STAR)

STUNT/TOSS QUANTITY CHART		
# OF ATHLETES	MAJORITY	MOST
5-11	1	1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 27	4	5
28 - 30	4	6
31 - 38	5	7

CO-ED SINGLE BASE STUNT QUANTITY CHART	
# OF ATHLETES	NUMBER 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

TUMBLING/JUMP QUANTITY CHART		
# OF ATHLETES	MAJORITY	MOST
5 - 7	3	4
8 - 9	4	6
10 - 11	5	7
12 - 14	6	9
15 - 16	7	11
17 - 19	8	12
20 - 22	10	15
23 - 25	11	17
26 - 27	13	19
28 - 30	14	21
31 - 33	15	23
34 - 38	17	27