

2011-12 Difficulty Scoring Rubric/Scale for High School Intermediate and Advanced Show Cheer Teams and College School-Based Show Cheer Teams

Jumps:

0-1 point	Basic jumps performed by few/some team members
1-2 points	Basic jumps performed by most team members
2-3 points	Advanced level jumps performed by few/some team members
3-4 points	Advanced level jumps performed by most team members

Tumbling:

0-1 point	Basic tumbling skills within division limitations performed by a few/some team members
1-2 points	Basic tumbling skills within division limitations performed by most team members
2-3 points	Maxed-out tumbling skills within division limitations performed by a few/some team members
3-4 points	Maxed-out tumbling skills and/or synchronized lesser skills within division limitations performed by most team members

Tosses:

0-1 point	Basic tosses within division limitations performed by a few/some team members
1-2 points	Basic tosses within division limitations performed by most team members
2-3 points	Maxed-out tosses within division limitations performed by a few/some team members
3-4 points	Maxed-out and/or synchronized advanced tosses within division limitations performed by most team members

Stunts:

0-1 point	Stunts in routine at the basic skill/difficulty level within division limitations performed by a few/some team members
1-2 points	Multiple stunts in routine at the basic skill/difficulty level within division limitations performed by most team members
2-3 points	Stunts in routine at the maxed-out skill/difficulty level within division limitations performed by a few/some team members with variety of entrances into and dismounts from stunts
3-4 points	Multiple stunts in routine at the maxed-out skill/difficulty level within division limitations performed by most team members and/or stunts with transitions, entrances into and/or dismounts from stunts

Pyramids:

0-1 point	1 basic pyramid within division limitations
1-2 points	2 basic pyramids or 1 maxed-out pyramid within division limitations
2-3 points	1 basic and 1 maxed-out pyramid within division limitations
3-4 points	2 or more maxed-out pyramids within division limitations

See below for definitions of **italicized/bolded** words:

Basic: A level of skill that is considered to be easily attained by most teams
 Ex: **Basic** jumps = straight, tucked, X-jumps, Herkies, etc
 Ex: **Basic** tumbling = rolls, cartwheels, round-offs, etc (varies by division limitations)
 Ex: **Basic** tosses = straight rides, toe touches, etc (varies by division limitations)
 Ex: **Basic** stunts = varies by division limitation and amount of bases needed
 Ex: **Basic** pyramids = varies by division limitations, but would include few (if any) transitions and little, or no, entrance and/or dismount variety

Advanced: A level of skill that is considered to be more difficult to attain for most team
 Ex: **Advanced** jumps = toe touches, front or side hurdler, around-the-world, etc.
 multiple jumps in a row, connecting jumps with a tumbling skill, etc.
 Ex: **Advanced** tumbling = varies by division limitations, done in conjunction with other skills
 Ex: **Advanced** tosses = varies by division limitations, but could include twisting, combining several skills, synchronized tosses and/or variety of tosses throughout routine, etc.
 Ex: **Advanced** stunts = varies by division limitations, but could include minimal bases, extended stunts, multiple transitions, variety of entrances into and dismounts from stunts, etc.
 Ex: **Advanced** pyramids = varies by division limitations, but should include multiple transitions, and/or a variety in entries, variety in dismounts, etc.

Maxed-out: Advanced skills that are considered to be the highest level allowed within the division limitations, and/or a majority of participants performing difficult synchronized skills.

Few/Some: A number relative to the amount of members on the team (i.e. this number would be half or less of the team performing a skill or the number of members utilized in a skill/or group stunt)

Most: A number relative to the amount of members on the team (i.e. this number would be more than half of the team performing a skill, or the number of members involved in a group of skills)

Note: The skills above are listed as examples only and are not meant to be all-inclusive. The USA does not mean to suggest by listing the examples above that a routine must contain any specific skill in order to be awarded a set amount of "difficulty" points. We encourage choreography to be safe and creative, while achieving the highest levels of difficulty according to any division limitations (i.e. Novice, Intermediate, Advanced).

For technical skills or combination of skills that are not specifically addressed above, the USA has the discretion to determine the points awarded for difficulty based upon a comparison of the skill to other skills. Highlighted items are clarifications and further definitions from the 2010-11 rubric.