

**2011-12 Difficulty Scoring Rubric/Scale for All Elementary/Jr. High/Middle School Show Cheer Teams  
 and High School Novice Show Cheer Teams**

**Jumps:**

- 0-2 points      **Basic** jumps performed by *few/some* team members
- 2-3 points      **Basic** jumps performed by *most* team members
- 3-4 points      **Advanced** level jumps performed by *few/some* team members
- 4-5 points      **Advanced** level jumps performed by *most* team members

**Tumbling:**

- 0-2 points      **Basic** tumbling skills within division limitations performed by a *few/some* team members
- 2-3 points      **Basic** tumbling skills within division limitations performed by *most* team members
- 3-4 points      **Maxed-out** tumbling skills within division limitations performed by a *few/some* team members
- 4-5 points      **Maxed-out** tumbling skills within division limitations performed by *most* team members

**Stunts:**

- 0-2 points      Stunts in routine at the **basic** skill/difficulty level within division limitations performed by a *few/some* team members
- 2-3 points      **Multiple** stunts in routine at the **basic** skill/difficulty level within division limitations performed by *most* team members
- 3-4 points      Stunts in routine at the **maxed-out** skill/difficulty level within division limitations performed by a *few/some* team members
- 4-5 points      **Multiple** stunts in routine at the **maxed-out** skill/difficulty level within division limitations performed by *most* team members

**Pyramids:**

- 0-2 points      1 **basic** pyramid within division limitations
- 2-3 points      2 **basic** pyramids or 1 **maxed-out** pyramid within division limitations
- 3-4 points      1 **basic** and 1 **maxed-out** pyramid within division limitation
- 4-5 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** 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** 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 could include multiple transitions, 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.