

# Cheer Routine Requirements

## General Routine Requirements

1. Formal entrances are not allowed. Teams should move on & off the performance area as quickly as possible.
2. Timing will begin with the first organized word, movement, or note of music by the team after it is officially announced and has taken the floor. Timing will end with the last organized word, movement, or note of music by the team. See below for time limits for specific routines.
3. Spotters – Due to the complexity and intricacies of team choreography, Mardi Gras Spirit Events will NOT provide spotters on the competition floor. All teams may elect to provide their own spotters on the competition floor. Please see penalty limitations.
4. Crossover Participants may only represent one gym. Mardi Gras Spirit Events cannot guarantee that a performance time will not overlap with warm up time due to scheduling.
5. Routines must follow the USASF Safety Guidelines. Please see [www.usasf.net](http://www.usasf.net) for all details and visit the website regularly for updated information on rules and skill limitations as they are subject to change.

## Cheer Time Limits

Squad/Team Events – 2 ½ Minutes in Length for Performance

Recreation and All Star Teams may elect to perform any or all of their 2 ½ minute routine to music.

School teams will NOT have a time limit on music, but a cheer/chant section is required in the routine.

## Judging Process

A panel of experienced and qualified judges will serve as the judging panel. A **Point Deduction Judge** will assess penalty points for obvious bobbles, mistakes, and falls in the following categories: stunts, pyramids, standing tumbling, running tumbling, tosses, jumps, dance/motions and transitions/formations. A **Legality Judge** will assess penalty points for time limit violations, safety violations and general competition guideline violations. These deductions will be subtracted from the final possible score of 300. A **Non-Scoring Head Judge** will monitor the panel judges and oversee the scoring process. Ties **Will Not** be broken. Score sheets are available for the coaches to pick-up 1 hour after each performance.

Point deductions and legality deductions will be subtracted from the TOTAL SCORE (possible 300 points) to determine the FINAL SCORE. See example below.

<b>Judge 1</b>	85
<b>Judge 2</b>	88
<b>Judge 3</b>	87
<b>Total Score</b>	<b>260</b>

Point deductions	- 3
Legality deductions	-15

**FINAL SCORE 242**

### **POINT DEDUCTIONS**

Obvious Bobbles - Obvious errors during technical skills (Ex: hands down on tumbling obvious missed skills; shaky stunts/pyramids; incomplete twisting cradles, memory mistakes involving obvious execution of incorrect moves; etc.) will result in a .5 deduction for EACH mistake.

Mistakes - Major errors during technical skills (Ex; falls from individual stunts, falls during tumbling skills, falls to floor during dance or transitions) will result in a 1 point deduction for EACH mistake.

Falls - Major falls during technical skills or OBVIOUS SEVERE mistakes (Ex: multiple falls in a single sequence/series by a couple or stunt group, pyramids that fall or that are severely missed) will result in a 2 point deduction for EACH mistake.

### Time Limit Violations

1 – 10 seconds overtime	10 points
11 or more seconds overtime	15 points

### Safety Violations/General Competition Guidelines

A 15 point penalty will be deducted from your total combined score for each infraction of the **safety guidelines**.

### Spotting

A 20 point penalty will be deducted from your total combined score if a spotter assists a stunt more than spotting for safety.

## **Mardi Gras Spirit Events Sliding Criteria**

### **Stunt Sliding Criteria**

Degree of Difficulty  
Level of Perfection  
% of Team Participation  
Strong Body Positions/Body Control  
Minimal Use of Bases

### **Pyramids Sliding Criteria**

Degree of Difficulty  
Level of Perfection  
Creative/Difficult Dismount  
& of Team Participation  
Minimal Use of Bases  
Variety/Speed of Transitions  
Unique Mounts and Transitions  
Multiple Structures  
Additional Skills

### **Tosses Sliding Criteria**

Degree of Difficulty  
Level of Perfection (technique/timing/height)  
% of Team Participation  
Strong Body Positions  
Minimal Use of Bases (lack of front spots)  
Specialty Incorporation  
Additional Skills  
Other Unique Transitions  
Synchronization of Skills

### **Tumbling Sliding Criteria**

Degree of Difficulty  
Level of Perfection (technique, timing, landing)  
% of Team Participation  
Height of Skills  
Form  
Specialty Combinations/Creativity  
Synchronization of Skills  
Additional Skills

### **Jumps Sliding Criteria**

Hyper Extended/Flexibility  
Jump Combinations  
Synchronization of Skills  
Toe Point  
Landings  
Arm Placement  
Chest Placement  
Difficulty of Approaches  
Additional Skills

### **Motions/Dance Sliding Criteria**

Synchronization  
Sharpness  
Rhythm  
Body Control  
Placement  
Visual Effect/Pace  
Energy/Entertainment Value  
Formations

### **Advanced Stunting Skills include (but are not limited to):**

Extended One Leg Stunts  
Minor Releases that land at prep level or below  
Minor Tick Tock Variations  
Inverted transitions to Prep Level and Below  
Walking/Turning Stunts  
½ or Single Twisting Transitions  
Power Presses  
Other unique Mounts and Transitions of similar difficulty

### **Elite Stunting Skills include (but are not limited to):**

Full Up to Extended Positions  
Major Releases that land in an Extended Position  
Major Tick Tock Variations  
Inverted Transitions to an Extended Position  
1 ½ - 2 Twisting Transitions  
Toss Extended Stunts  
Other unique Mounts and Transitions of similar difficulty

### **Basic Jumps include:**

Spread Eagle  
Double Hook  
Tuck  
Herkie

### **Advanced Jumps include:**

Front Hurdler  
Pike  
Toe Touch

**\*\*The grid outlines the point ranges for skills performed by the MAJORITY of the team with a high level of perfection. Skills performed by LESS than a majority of the team or with LESS than a high level of perfection will be moved to a lower scoring range.**