



CHEER ROCK! COMPETITION JUDGING CRITERIA CHEERLEADING CATEGORY

JUDGING PANELS

The Panel consists of 3 to 4 Judges with a Head Judge.

CHEER ROCK! COMPETITION VIOLATIONS AND PENALTIES

The scoring process will be similar to that of gymnastic, diving and figure skating. Scores for each category will range from 0 to 10, including tenths of points (Example: 5.5, 9.2, etc.) These scores will be added manually to devise the average.

Obvious Bobbles/Mistakes

Obvious errors during technical skills (Examples: hand(s) down on tumbling (weight bearing): obvious missed skills: shaky stunts/pyramids, incomplete twisting cradles; memory mistakes involving obvious execution of incorrect moves; etc) will result in 0.05 deduction for each mistake.

Major Mistakes

Major errors during technical skills (examples: falls from individual stunts; falls during tumbling skills; falls to floor during dance skills or transitions) will result in a 0.1 deduction for each mistake.

Major Falls

Major falls during technical skills or other OBVIOUS SEVERE mistakes (examples: multiple falls in a single sequence/series by a single couple; pyramids that fall or that are severely missed) during the performance will result in a 0.2 deduction for each mistake.

Boundary Violations

All skills must originate and be completed within the competition boundary. No lineups, skills or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside of the competition boundary, they must return immediately. No scoring will take place outside of the competition boundary. Props may be partly touching out of bounds without penalty. A team member may pick up or set down a prop that is partially outside of the performance area. However, a team member may not pick up or set down a prop that is completely outside of the performance area. Safely tossing props off the performance floor is acceptable. EACH violation of the above restrictions will result in a 0.05 deduction per occurrence.

Time Limit Violations

Time limit violations (for both the music portion and/or total routine time) are as follows:

1-5 seconds overtime	one tenth (0.1) deduction
6-10 seconds overtime	three tenths (0.3) deduction
11 or more seconds overtime	five tenths (0.5) deduction

Safety Violations/General Competition Guidelines

A 0.5 deduction will be given for each safety/general competition guideline violation (example: a 0.5 penalty will be assessed for jewelry). Safety Violations are in effect until the team leaves the performance floor. Please read and study the appropriate Cheerleading Rules and Regulations and Registration Guidelines sections to ensure your

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team does not have any safety violations. The Organisers reserve the right to make decisions on any violations not covered in this book and interpretation of rules covered.

Division Violations

Participants may not compete in more than one team/division within the competition. (Example: Participants may not compete in both Open division and Teens division in the cheerleading category)

Category Violations

Members in Cheerleading category may participate in Street Rock Category. There should be NO REPETITION of themes, choreography, styles and cheers. (Example: members who participate in cheerleading cannot duplicate their dance steps/cheers if they participate in the Street Rock category as well). Cheer Rock! Organisers reserve the right to disqualify teams that display non-compliance to this segment of violation.

Inappropriate Choreography/Music

Teams will be disqualified for any vulgar or offensive movements, words or music. Routines must be appropriate for viewing and listening by the general public.

Uniform Distractions

The Legality Judge or Head Judge reserves the right to stop a routine due to a uniform distraction (Example: garment not being securely fastened/attached, straps break, pants split, etc). Each performer is required to take the necessary steps to avoid inappropriate exposure (leave performance floor or adjust uniform which will result in a deduction of a Major Mistake and/or Safety Guideline infraction assessable from a 0.1 to a 0.5 deduction depending on the amount of distraction. If a judge stops the routine, the penalty will be 0.5. Thus, executing a "clean" routine is very important. Deductions/penalties are assessed at the sole discretion of the judges based on the criteria set forth in the book. All judges' decisions are final.

NOTE: A cheerleader's uniform represents his/her image, thus will include: his/her shoes, socks, head accessories, etc. Points will be deducted for team without uniform image.



JUDGING SCALE

Any deductions for mistakes, time violations, penalties, safety guideline violations or inappropriate choreography/music will be subtracted from the FINAL averaged score

	Elements	Description	Percentage
1	Technique and Precision:	Rhythm, difficulty, stunts, sharpness and extension, unity, spacing, coordination and timing. (REFER TO BELOW FOR JUDGING SCALE)	40
2	Choreography:	Transitions, formations, incorporation use of music and creativity. (REFER BELOW FOR JUDGING SCALE)	15
3	Crowd appeal:	Poise, projection, energy, professionalism and appearance	15
4	Overall Performance	Overall dynamics of routine, difficulty, teamwork and perfection	10
5	Cheering	Originality, contents ('Chingay' should be a recurring theme), rhythm of cheer, projection, clarity of words and voice	20

Note: You are not required to perform all styles of dance, however a variety is encouraged. All teams must follow the Cheerleading rules and regulations as well as the registration guidelines.

TECHNIQUE AND PRECISION JUDGING SCALE

Total points received per category will be based on overall quality and quantity of technical moves (both variety of skills and number of members performing skill) throughout routine. Specific skills performed that are not listed in one of the following skill categories will be placed in one of those categories at the discretion of the judges.

Note: Zero points will be given in a category if skills for that particular category are not executed.

TUMBLING

Range of Scores

Skill

5 – 6 points

Beginning-Intermediate tumbling skills (examples: forward rolls, cartwheels, round-offs, etc.) performed by the team, and/or Intermediate-Advanced tumbling skills executed with sub-standard techniques and perfection.

7 – 8 points

Intermediate-Advanced tumbling skills (example: back handsprings, round-off back tucks, round-off back handspring back tuck, etc.)



performed by the majority of the team with high level of perfection, and/or Advanced-Elite tumbling skills executed with sub-standard techniques and perfection.

9 – 10 points

Advanced-Elite tumbling skills (example: standing back, standing back handsprings back tuck, round-off back handspring back tuck, etc.) performed by the majority of the team with a high level of perfection and numerous strong specialty passes (layouts, whips, fulls, etc.) executed with a high level of perfection.

PARTNER STUNTS

Range of Scores

Skill

5 – 6 points

Beginning-Intermediate partners stunt skills (example: shoulder stands, extensions, chairs) performed by the team with a high level of perfection, or Intermediate Advanced partner stunt skills performed with sub-standard technique and perfection. Spotters or additional bases may be used to help support the partner stunts in this category.

7 – 8 points

Intermediate-Advanced partner stunt skills (example: liberty variations, one-arm stunts, full twisting dismounts) performed by the majority of the team with a high level of perfection, or Advance-Elite partner stunt skills performed with sub-standard technique and perfection. Spotters or additional bases may be used to help support the partner stunts in this category.

9 – 10 points

Advanced-Elite partner stunts skills (example: tossing with twisting, flipping and/or unique mounting techniques into liberty variations, one-arm stunts and/or multiple stunt sequences, flipping or double twisting dismounts) performed by the majority of the team with a high level of perfection. The majority of stunts in each stunt segment must be executed unassisted.

PYRAMIDS

Range of Scores

Skill

5 – 6 points

Beginning-Intermediate pyramid skills (examples: 2 high, non transitional, standard mount and dismount) performed by the team with a high level of perfection, or Intermediate-Advanced pyramid skills performed with sub-standard technique and perfection.

7 – 8 points

Intermediate-Advanced pyramid skills (examples: 2 ½ high, transitional, variation of mounts and dismounts) performed by the majority of the team with a high level of perfection, or Advanced-Elite pyramid skills performed with sub-standard technique and perfection.



9 – 10 points

Advanced-Elite pyramid skills (examples: multiple 2 ½ high, transitional, tossing or unique mounting techniques, flipping, twisting and/or unique dismounts) performed by the majority of the team with a high level of perfection.

BASKET TOSSES / JUMPS

Range of Scores

Skill

5 – 6 points

Beginning-Intermediate basket tosses (example: non-flipping basket tosses) and/or jumps (examples: spread eagle, tuck jump, etc.) performed by the team with a high level of perfection, or Intermediate-Advanced basket tosses/jumps performed with sub-standard technique and perfection.

7 – 8 points

Intermediate-Advanced basket tosses (examples: back tucks, layouts, fonts, full twists) and/or jumps (examples: toe touch, herkie, hurdler, etc.) performed by the majority of the team with a high level of perfection, or Advanced-Elite basket tosses/jumps performed with sub-stand technique and perfection

9 – 10 points

Advanced-Elite basket tosses (examples: double full twisting, pike, fulls, X-out fulls) and/or jumps (examples: toe touch back handsprings or tuck, combination jumps) performed by the majority of the team with a high level of perfection.

MOTIONS AND DANCE

Range of Scores

Skill

5 – 6 points

Basic-Intermediate motions/dance (examples: executed at a slow pace, low to average level of technique, lack of movement during transition, minimal variety of moves, motions and level changes)

7 – 8 points

Intermediate-Advanced motions/dance performed by the majority of the team (examples: executed at an average pace, average to good level of technique, moderate amount of foot and body movement during transitions, moderate variety of moves, motions and level changes).

9 – 10 points

Advanced-Elite motions/dance performed by the majority of the team (example: executed at fast pace, strong level of technique, difficult foot and body movement during transitions, strong use of moves, motions and level changes to enhance the visual effect of the team's movement).
