



2023-2024

***SCHOOL
CHEER & DANCE
SCORING PACKET***

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 11.01.23

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2023-2024

SCHOOL CHEER SCORING RUBRICS

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WCC School Cheer Divisions

Divisions are based on the school type of the team. Categories are based on the style of performance.

Levels are based on the degree of difficulty for the skills performed

*Team Size: Small 5-12, Medium 13-19, Large 20-29, Super 30-38, Small Coed 2-4 Males, Large Coed 5-11 Males (All Girl 0-1 Males)

<u>Division</u>	<u>Category</u>	<u>Levels</u>	<u>Team Size</u>
Elementary	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes* Small Coed: Small 5-19 Small Coed: Large 20-38 Large Coed: Small 5-19 Large Coed: Large 20-38
Junior High	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes* Small Coed: Small 5-19 Small Coed: Large 20-38 Large Coed: Small 5-19 Large Coed: Large 20-38
High School: Freshman	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes* 0 Males
High School: JV All Girl	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes*
High School: JV Coed	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes* Small Coed: Small 5-19 Small Coed: Large 20-38 Large Coed: Small 5-19 Large Coed: Large 20-38
High School: Varsity All Girl	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes*
High School: Varsity Coed	Performance Show Cheer; Traditional Show Cheer; Game Day	Novice, Intermediate, Advanced Non-Tumbling: Novice, Intermediate, Advanced	All Girl 5-38 Athletes* Small Coed: Small 5-19 Small Coed: Large 20-38 Large Coed: Small 5-19 Large Coed: Large 20-38
College: All Girl	Performance Show Cheer; Traditional Show Cheer; Game Day	Intermediate, Advanced Non-Tumbling: Intermediate, Advanced	All Girl 5-38 Athletes*
College: Coed	Performance Show Cheer; Traditional Show Cheer; Game Day	Intermediate, Advanced Non-Tumbling: Intermediate, Advanced	All Girl 5-38 Athletes* Small Coed: Small 5-19 Small Coed: Large 20-38 Large Coed: Small 5-19 Large Coed: Large 20-38

WCC School Cheer Categories

Non-College School Cheer Categories

- **Performance Show Cheer (Music Only) - 2:30 Routine Time Limit**

This is a music only category. Perform a 2:30 routine comprised of the level appropriate cheerleading skills: Motions, Dance, Jumps, Stunts & Tumbling. This routine seamless and creatively integrates the required skills using formations changes that make visually appealing "moments" to entertain the crowd. The failure to perform any required skills will result in a score of 0 points.

Crowd leading materials are permitted.

- **Traditional Show Cheer (Cheer + Music) - 2:30 Routine Time Limit / Music Portion 1:45 Time Limit**

This routine must be a combination of Performance Show Cheer and a Crowd Leading Cheer section without music. Crowd leading materials are highly encouraged. The failure to perform any required skills will result in a score of 0 points.

- **Full Game Day - 3:00 Time Limit (Band Chant, Situational Sideline, Crowd Leading, Fight Song)**

- **Partial Game Day - 1:00 Time Limit (Choose ONE option from the list above)**

The focus is to be on leading the crowd using any crowd leading materials such as signs, poms, megaphones, flags, and banners, motions, dance, kicks, jumps, tumbling, and stunts that a team would traditionally use on the sideline at games. The failure to perform any required skills will result in a score of 0 points. Tumbling is not required. (See Page 18 for Further Details.)

College School Cheer Categories

- **Performance Show Cheer (Music Only) - 2:15 Routine Time Limit**

Music is required for this category. The failure to perform any required skills will result in a score of 0 points.

Crowd leading materials are permitted.

- **Traditional Show Cheer (Cheer + Music) - 2:15 Routine Time Limit / Music Portion 1:30 Time Limit**

Performance must include a combination of music performance and cheer section without music. Crowd leading materials are highly encouraged. The failure to perform any required skills will result in a score of 0 points.

- **Full Game Day - 3:00 Time Limit / Band Chant, Situational Sideline, Crowd Leading, Fight Song-**

The focus is to be on leading the crowd using any crowd leading materials such as signs, poms, megaphones, flags, and banners that a team would traditionally use on the sideline at games. The failure to perform any required skills will result in a score of 0 points. (See Page 18 for Further Details.)

All school cheer teams will follow the **2023-2024 NFHS/USA Cheer Rules** for all leveled divisions.

Novice & Intermediate Divisions will also follow additional WCC Division Limitations listed in the **WCC School Cheer Division Limitations** packet.

WCC reserves the right to combine or split divisions to maintain competitive integrity.

2023-2024 WCC PERFORMANCE CHEER SCORING RUBRIC - BUILDING

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL

3.5	Skills performed do not meet 4.0 requirement
4.0	4 different level appropriate skills performed by MOST of the team
4.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes COED TEAMS: 1 of the 4 stunt skills must be Coed Style and follow the coed quantity chart.

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty, Max Participation, Pace and Connection. Each category has a maximum number of points, outlined in the grey charts below for a total of 1.5 points.

DEGREE OF DIFFICULTY (0.1-0.8)

SKILL #	ADVANCED SKILL BY MOST	ELITE SKILL BY MOST
SKILL 1	0.1	0.2
SKILL 2	0.1	0.2
SKILL 3	0.1	0.2
SKILL 4	0.1	0.2

PACE & CONNECTION (0.1)

Majority of the sequence has a consistent/quick pace & connection	0.1
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BUILDING QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5-11	1	1	2
12-15	1	2	3
16-19	2	3	4
20-23	3	4	5
24-27	4	5	6
28-31	5	6	7
32-38	6	7	8

COED QUANTITY CHART

# OF MALE ATHLETES	# OF STUNTS
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-19	7

MAX PARTICIPATION

(0.4-0.6)

RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES

Level Appropriate Skill by MAX	0.4
Advanced Skill by MAX	0.5
Elite Skill by MAX	0.6

PYRAMID DIFFICULTY

3.5-4.0	Skills performed do not meet Low range requirement
4.0-4.5	2 different level appropriate skills and 2 structures by MOST of the team
4.5-5.0	3 different level appropriate skills and 2 structures performed by MOST of the team
5.0-5.5	4 different level appropriate skills and 2 structures performed by MOST of the team

PYRAMID DIFFICULTY DRIVERS

Degree of Difficulty:

- Maximizing the number of groups performing each level appropriate transition
 - Utilizing level appropriate stunts into structures/within sequence
 - Combination of skills (level and non-level appropriate)
 - Pace & Connection of skills performed
- *Pyramid drivers are used to properly score teams within the ranges and do not offer additional points on top of the difficulty score.

TOSS DIFFICULTY

A Toss is not a required skill in the school categories.

If a Toss is performed, it will be scored as a stunt skill. Difficulty is assessed by the type of toss performed and any applicable stunt drivers. Teams that only perform 1 toss will not receive additional stunt difficulty. Tosses must be performed by MOST of the team in the same section either synchronized or rippled to be counted towards stunt difficulty.

ADDITIONAL INFORMATION

Same Section - Single portion of the routine where skills from a skill set (Stunts, Pyramids, Tosses) are performed. Athletes may not be recycled.

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

Structure - Two or more stunts connected to one another

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion, needle

2023-2024 WCC PERFORMANCE CHEER SCORING RUBRIC - TUMBLING

JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED. WHIP APPROACH- CONTINUOUS MOVEMENT THROUGH SWING, CONNECTING 2 OR MORE JUMPS.

3.0	Skills performed do not meet 3.5 requirement
3.5	MOST of the team performs 1 advanced jump
4.0	MOST of the team performs 2 advanced jumps. Must be synchronized and include a variety.
4.5	MAX of the team performs 3 connected advanced jumps OR 2 connected advanced jumps +1 additional advanced jump. Must be synchronized and include a variety. Variety is not required on the connected jumps.

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5-11	5	6	7
12-15	6	7	9
16-19	8	10	12
20-23	10	13	16
24-27	12	15	19
28-31	14	18	22
32-38	16	20	25

ADDITIONAL INFORMATION

- **Same Section*** would include standing and running tumbling skills/passes being performed within the same section. NOT REQUIRED FOR SCHOOL CATEGORIES.
- Standing/Running Tumbling Difficulty and the Degree of Difficulty driver can be achieved by a **cumulative** approach.
- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e., jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e., Toe Touch-BHS-Toe Touch- BHS is considered 1 pass).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.

JUMPS

- Variety- at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (I.e. left/right hurdler)
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e., jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine

STANDING & RUNNING TUMBLING DIFFICULTY

2.5	Skills performed do not meet 3.0 requirement
3.0	MOST of the team performs a level appropriate pass (standing or running)
3.5	MOST of the team performs an Advanced level appropriate pass (standing or running)
4.0	MOST of the team performs an Elite level appropriate pass (standing or running)

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based on the following criteria: Degree of Difficulty & Max Participation.

Each category has a maximum number of points, outlined in the grey charts below for a total of 1 point.

DEGREE OF DIFFICULTY (0.1-0.6)

(To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT i.e. 1 standing and 1 running or 2 different standing etc.)

	ADVANCED BY MAJORITY	ELITE BY MAJORITY
SKILL/PASS	0.1	0.2
	ADVANCED BY MOST	ELITE BY MOST
SKILL/PASS	0.3	0.4

MAX PARTICIPATION (0.1-0.4)

(SAME SECTION* - NOT REQUIRED. CUMULATIVE APPROACH THROUGHOUT ENTIRE ROUTINE - ATHLETES MAY BE RECYCLED)

Level Appropriate Skill/Pass by MAX	0.1
Advanced Level Appropriate Skill/Pass by MAX	0.2
Elite Level Appropriate - Skill/Pass by MOST	0.3
Elite Level Appropriate - Skill/Pass by MAX	0.4

2023-2024 WCC PERFORMANCE CHEER SCORING RUBRIC - EXECUTION

EXECUTION-STUNT/PYRAMID & STANDING/RUNNING TUMBLING

	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.
5.0	<ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/ Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

STUNT/PYRAMID EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

TOP PERSON	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill
Synchronization	<ul style="list-style-type: none"> • Timing <p><small>*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for synchronization.</small></p>

STANDING/RUNNING TUMBLING EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

APPROACH	<ul style="list-style-type: none"> • Arm placement into a pass/skill • Swing/prep • Chest placement
BODY CONTROL	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
LANDINGS	<ul style="list-style-type: none"> • Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization	<ul style="list-style-type: none"> • Timing <p><small>*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for synchronization.</small></p>

EXECUTION-JUMPS

	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.
5.0	<ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Jumps or 1 athlete in Tosses • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

TOSS EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

Any toss that is performed will be evaluated for execution and applied to the stunt execution score.	
TOP PERSON	<ul style="list-style-type: none"> • Body control • Consistent execution of skill/trick • Legs straight/toes pointed • Arm placement
Bases/Spotters	<ul style="list-style-type: none"> • Using arms/legs to throw together (Timing) • Solid stance • Controlled • Cradle
Height	<ul style="list-style-type: none"> • Distance between top persons' feet and hands of the bases (The value will deducted will not exceed .1)

JUMP EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

Arm Placement	<ul style="list-style-type: none"> • Approach • Consistent entry • Swing/prep • Arm position within jump(s) • Chest placement
Leg Placement	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement/rotation/hyper extension • Legs/feet together • Landings
Synchronization	<ul style="list-style-type: none"> • Timing (The value deducted will not exceed .1)

2023-2024 WCC PERFORMANCE CHEER SCORING RUBRIC - OVERALL

FORMATIONS & TRANSITIONS

1.0-2.0	A team's ability to demonstrate precise spacing, formations, and transitions. The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation, spacing, and/or transition that lacks precision.
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ROUTINE CREATIVITY

1.5-2.0	<p>Routine Creativity is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge and is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective categories as defined below.</p> <p><u>Overall Judge:</u> Innovative, visual, and intricate ideas as well as any additional skills performed that enhance the overall appeal and flow of the routine. Overall judges scores encapsulate the entire routine from start to finish.</p> <p><u>Building Judge:</u> Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills.</p> <p><u>Tumbling Judge:</u> Incorporation of clear visual tumbling patterns that enhance the skills performed.</p>
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DANCE

Dance will be evaluated as a team's ability to demonstrate a high level of energy and entertainment value while incorporating a variety of difficulty elements and demonstrating strong execution (based on the elements below).

0.5-1.0	DIFFICULTY	Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace
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0.5-1.0	EXECUTION	Technique • Perfection • Motion Strength/Placement • Synchronization • Energy
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SHOWMANSHIP

1.0-2.0	<p>Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges based on the panel's impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, showmanship, eye contact, and facial expression.</p> <p>This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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Coed Teams

- Use Rubrics Above
- 2 Or More Males Makes The Team Coed
- Males Are Not Required To Jump or Dance
- Jump Quantity Requirements Are Based On the # of Female Athletes
- Coed Teams Must Perform a Coed Style Stunt

Non-Tumbling

- Use Rubrics Above Without Tumbling Requirements

Traditional Show Cheer

- Use Rubrics Above & Cheer Section Rubric Below

2023-2024 WCC SCORING RUBRIC - CHEER SECTION (TRADITIONAL)

CROWD LEADING

The team's ability to lead a crowd through use of verbal commands in call and response style cheer, supported by proper use and timing of skills to support crowd engagement. Teams should demonstrate high levels of energy and positively promote their organization within their cheer. This will include cheer motion execution and proper use of signs, poms, megaphones or flags.

CROWD LEADING CROWD EFFECTIVE MATERIAL

3.5-4.0	LOW	Lacks crowd effective material
4.0-4.5	MID	Moderate crowd effective material
4.5-5.0	HIGH	Excellent crowd effective material

CROWD LEADING ABILITY & ENERGY TO LEAD THE CROWD

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

CROWD LEADING PROPER USE OF MEGAPHONES, SIGNS, POMS, &/OR FLAGS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

SKILL INCORPORATION

Effective use of cheerleading skills: stunts, pyramids, tosses, tumbling and jumps; to enhance and support crowd engagement.

SKILL INCORPORATION PROPER USE OF SKILLS TO LEAD THE CROWD

3.5-4.0	LOW	Lacks proper use of skills to lead the crowd
4.0-4.5	MID	Moderate use of skills to lead the crowd
4.5-5.0	HIGH	Excellent use of skills to lead the crowd

SKILL INCORPORATION EXECUTION - PROPER TECHNIQUE, SYNCHRONIZATION & SPACING

3.5-4.0	LOW	Lacks proper technique, synchronization & spacing
4.0-4.5	MID	Moderate technique, synchronization & spacing
4.5-5.0	HIGH	Excellent technique, synchronization & spacing

SKILL INCORPORATION CATEGORY IMPRESSION

3.5-4.0	LOW	Lacks flow, overall crowd effectiveness & difficulty of practical skill
4.0-4.5	MID	Moderate flow, overall crowd effectiveness & difficulty of practical skill
4.5-5.0	HIGH	Excellent flow, overall crowd effectiveness & difficulty of practical skill

2023-2024 WCC SCHOOL CHEER SKILLS CHARTS - NOVICE

HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	DISMOUNT STYLE
LEVEL APPROPRIATE				
<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO BELOW PREP LEVEL INVERSION FROM GROUND LEVEL TO PREP LEVEL DOWNWARD INVERSION FROM BELOW PREP LEVEL WITH HAND SUPPORT ON THE PERFORMANCE SURFACE 	<ul style="list-style-type: none"> NON RELEASE STYLE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB NON RELEASE STYLE TIC TOC PREP LEVEL (LIB TO LIB) 	<ul style="list-style-type: none"> 1/2 TWISTING TRANSITION TO BELOW PREP LEVEL 1/2 TWISTING TRANSITION TO PREP LEVEL 1/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT 1/4 TWISTING TRANSITION TO EXTENDED STUNT 	<ul style="list-style-type: none"> LEAP FROG VARIATIONS BARREL ROLL 	<ul style="list-style-type: none"> STRAIGHT CRADLE FROM PREP LEVEL STRAIGHT CRADLE FROM PREP LEVEL BODY POSITION
ADVANCED LEVEL APPROPRIATE				
<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> NON RELEASE STYLE TIC TOC PREP LEVEL (LIB TO BODY POSITION) 	<ul style="list-style-type: none"> 1/2 TWISTING TRANSITION TO PREP LEVEL BODY POSITION 1/2 TWISTING TRANSITION FROM EXTENDED STUNT TO CRADLE POSITION 1/2 TWISTING TRANSITION TO PRONE 	<ul style="list-style-type: none"> 1/2 TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT 1/2 TWISTING INVERSION TO PREP LEVEL 1 LEG STUNT 	<ul style="list-style-type: none"> 1/4 TWISTING DISMOUNT FROM PREP OR EXTENSION ONE TRICK DISMOUNTS FROM PREP LEVEL TO CRADLE STRAIGHT CRADLE FROM EXTENSION
ELITE LEVEL APPROPRIATE				
<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO EXTENDED STUNT 	<ul style="list-style-type: none"> NON RELEASE STYLE TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION) NON RELEASE STYLE SKILL FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> 1/2 TWISTING TRANSITION TO EXTENDED STUNT 	<ul style="list-style-type: none"> 1/2 TWISTING INVERSION TO EXTENDED STUNT 1/2 TWISTING INVERSION TO PREP LEVEL BODY POSITION 1/2 TWISTING TIC TOC AT PREP LEVEL 1 LEG STUNT TO BODY POSITION 	

TOSSES

NON-TWISTING - ADVANCED	TWISTING
STRAIGHT RIDE TOSS	

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Forward Roll Backward Roll Handstand Forward Roll 	<ul style="list-style-type: none"> Front/Back Walkover Front/Back Walkover Series Back Extension Roll 	<ul style="list-style-type: none"> Back Handspring

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Cartwheel Cartwheel Series 	<ul style="list-style-type: none"> Round Off (RO) CW - RO FWO - RO 	<ul style="list-style-type: none"> Front Handspring (FHS) FWO - FHS RO - BHS/Series FWO - RO - BHS/BHS Series

2023-2024 WCC SCHOOL CHEER SKILLS CHARTS - INTERMEDIATE

HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	COED STYLE	DISMOUNT STYLE
LEVEL APPROPRIATE					
<ul style="list-style-type: none"> DOWNWARD INVERSION FROM BELOW PREP LEVEL WITH OUT HAND SUPPORT INVERTED BELOW PREP LEVEL 	<ul style="list-style-type: none"> RELEASE TO PREP LEVEL OR BELOW TIC TOC BELOW PREP LEVEL TO PREP LEVEL (LIB TO LIB) 	<ul style="list-style-type: none"> 3/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT FULL TWISTING TRANSITION BELOW PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL FULL TWISTING TRANSITION TO/AT PREP LEVEL TO 1 LEG STUNT 1/4 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT 		<p>ASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS HANDS WALK IN/TOSS HANDS PRESS EXTENDED TWO LEG STUNT 	<ul style="list-style-type: none"> FULL DOWN FROM PREP STRAIGHT CRADLE FROM EXTENDED 1 LEG STUNT 1 TRICK DISMOUNT FROM EXTENSION
ADVANCED LEVEL APPROPRIATE					
<ul style="list-style-type: none"> INVERTED AT PREP LEVEL SUSPENDED FRONT FLIP 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB TIC TOC PREP LEVEL LIB TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> FULL UP TO PREP LEVEL BODY POSITION FULL TWISTING TRANSITION FROM PREP LEVEL TO PRONE FULL TWISTING TRANSITION AT PREP LEVEL (LIB TO LIB) 1/2 TWISTING TRANSITION TO EXTENDED LIB 	<ul style="list-style-type: none"> FULL TWISTING INVERSION TO PREP 1/2 TWISTING INVERSION TO EXTENDED LIB 1/2 TWISTING SUSPENDED FORWARD ROLL 	<p>UNASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS HANDS WALK IN/TOSS HANDS PRESS EXTENDED TWO LEG STUNT 	<ul style="list-style-type: none"> FULL DOWN FROM EXTENSION 1/4 TWISTING DISMOUNT FROM EXTENDED 1 LEG
ELITE LEVEL APPROPRIATE					
<ul style="list-style-type: none"> INVERSION POP THROUGH TO PREP LEVEL BODY POSITION INVERSION POP THROUGH TO PREP BUMP & GO TO EXTENDED LIB 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL BODY POSITION TIC TOC PREP LEVEL BODY POSITION TO BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION AT PREP LEVEL (BODY POSITION TO BODY POSITION) 1/2 TWISTING TRANSITION TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING TIC TOC AT PREP LEVEL (LIB TO BODY POSITION) FULL TWISTING INVERSION TO PREP LEVEL LIB 1/2 TWISTING INVERSION TO EXTENDED BODY POSITION FULL TWISTING SUSPENDED FORWARD ROLL 	<p>ASSISTED OR UNASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS EXTENDED DOUBLE LEG STUNT WALK IN/TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT WALK IN EXTENDED SINGLE LEG STUNT 	<ul style="list-style-type: none"> 1 1/4 FULL DOWN FROM EXTENDED 2 LEG STUNT

TOSSES

NON-TWISTING - ADVANCED

BALL ARCH • PRETTY GIRL ARCH • PIKE ARCH • KICK ARCH • BALL - X • TOE TOUCH

TWISTING - ELITE

FULL TWIST

STANDING TUMBLING

LEVEL APPROPRIATE

ADVANCED LEVEL APPROPRIATE

ELITE LEVEL APPROPRIATE

<ul style="list-style-type: none"> Front/Back Walkover Front/Back Walkover Series Back Extension Roll 	<ul style="list-style-type: none"> BHS 	<ul style="list-style-type: none"> BWO - BHS Series BHS Series Jump - BHS Jump - BHS Series BHS Step out - BWO - BHS
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RUNNING TUMBLING

LEVEL APPROPRIATE

ADVANCED LEVEL APPROPRIATE

ELITE LEVEL APPROPRIATE

<ul style="list-style-type: none"> Round Off (RO) CW - RO FWO - RO 	<ul style="list-style-type: none"> Front Handspring (FHS) FWO - FHS RO - BHS/Series FWO - RO - BHS/BHS Series 	<ul style="list-style-type: none"> Aerial RO - BHS - Tuck RO - Tuck FWO - RO - to - Tuck
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2023-2024 WCC SCHOOL CHEER SKILLS CHARTS - **ADVANCED**

HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	COED STYLE	DISMOUNT STYLE
LEVEL APPROPRIATE					
<ul style="list-style-type: none"> DOWNWARD INVERSION FROM PREP LEVEL WITHOUT HAND SUPPORT RELEASED INVERSION FROM BELOW PREP LEVEL TO EXTENDED STUNT 	<ul style="list-style-type: none"> HELICOPTER RELEASE MOVES RELEASE FROM GROUND LEVEL (SWITCH UP TO EXTENDED 1 LEG STUNT) RELEASE TO EXTENDED STUNT TIC TOC LIB TO BODY POSITION (LOW TO HIGH) 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION TO EXTENDED 2 LEG STUNT FULL TWISTING TRANSITION AT EXTENDED LEVEL 		<p>ASSISTED OR UNASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS EXTENDED DOUBLE LEG STUNT WALK IN/TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT WALK IN EXTENDED SINGLE LEG STUNT 	<ul style="list-style-type: none"> POP OFF EXTENDED STUNT POP OFF EXTENDED 1 LEG STUNT FULL DOWN FROM EXTENDED STUNT
ADVANCED LEVEL APPROPRIATE					
<ul style="list-style-type: none"> RELEASED INVERSION FROM PREP LEVEL TO EXTENSION BACK HANDSPRING UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION TIC TOC LIB TO BODY POSITION (HIGH TO HIGH) 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION TO EXTENDED BODY POSITION FULL TWISTING BODY POSITION TRANSITION AT EXTENDED LEVEL 1 1/2 UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> 1/2 TURN SWITCH UP TO EXTENDED BODY POSITION 1/2 TURN TIC TOC LIB TO BODY POSITION (LOW TO HIGH) INVERSION RELEASE 1/2 TURN TO LOADING POSITION INVERSION RELEASE 1/4 TURN TO EXTENDED 2 LEG STUNT 	<p>ASSISTED:</p> <ul style="list-style-type: none"> TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FRONT HANDSPRING 1/4 UP TO PREP LEVEL STUNT BUMP & GO EXTENDED HAND IN HAND AT PREP LEVEL POP THRU TO PREP LEVEL BUMP & GO EXTENDED 	<ul style="list-style-type: none"> FULL TWISTING POP OFF SINGLE TRICK POP OFF SINGLE TRICK CRADLE 1 1/4 DOWN FROM EXTENDED STUNT
ELITE LEVEL APPROPRIATE					
<ul style="list-style-type: none"> RELEASED INVERSION FROM PREP LEVEL TO EXTENDED LIB BACK HANDSPRING UP TO EXTENDED LIB PREP LEVEL HAND IN HAND TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH) 	<ul style="list-style-type: none"> 1 1/2 TWISTING TRANSITION TO EXTENDED BODY POSITION 1 1/2 TWISTING BODY POSITION TRANSITION AT EXTENDED LEVEL 	<ul style="list-style-type: none"> 1/4 TURN TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH) 1 FULL TURN SWITCH UP TO EXTENDED 1 LEG STUNT INVERSION RELEASE 1/4 TURN EXTENDED BODY POSITION 	<p>UNASSISTED:</p> <ul style="list-style-type: none"> TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FRONT HANDSPRING 1/4 UP TO EXTENDED STUNT HAND IN HAND AT PREP LEVEL POP THRU TO EXTENDED 2 LEG STUNT 	<ul style="list-style-type: none"> FULL DOWN FROM EXTENDED 1 LEG STUNT 1 1/4 DOWN FROM EXTENDED 1 LEG STUNT

TOSES

NON-TWISTING - ADVANCED	TWISTING - ELITE
BALL KICK • PIKE-X • HITCH KICK • SWITCH KICK • DOUBLE TOE TOUCH	BALL FULL • PIKE FULL • KICK FULL TOE TOUCH FULL • FULL UP TOE TOUCH

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> BHS 	<ul style="list-style-type: none"> BWO - BHS Series BHS Series Jump - BHS Jump - BHS Series BHS Step out - BWO - BHS 	<ul style="list-style-type: none"> Tuck BHS Tuck Series BHS Layout/Full Standing Full Jump to Tuck

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Front Handspring (FHS) FWO - FHS RO - BHS/Series FWO - RO - BHS/BHS Series 	<ul style="list-style-type: none"> Aerial RO - BHS - Tuck RO - Tuck FWO - RO - to - Tuck 	<ul style="list-style-type: none"> RO - BHS - Layout/Full RO - to - Whip - to - Full Punch Front step out - to - Full RO - Arabian - RO - to - Full RO - BHS - Full - to - Full

2023-2024 WCC SCHOOL CHEER SKILLS CHARTS - INTERMEDIATE COLLEGE

HIGHLIGHTED IN BLUE IS NEW IN 23-24

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STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	COED STYLE	DISMOUNT STYLE
LEVEL APPROPRIATE					
<ul style="list-style-type: none"> DOWNWARD INVERSION FROM BELOW PREP LEVEL WITH OUT HAND SUPPORT INVERTED BELOW PREP LEVEL INVERTED AT PREP LEVEL SUSPENDED FRONT FLIP 	<ul style="list-style-type: none"> RELEASE TO PREP LEVEL OR BELOW TIC TOC BELOW PREP LEVEL TO PREP LEVEL (LIB TO LIB) RELEASE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB 	<ul style="list-style-type: none"> 3/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT FULL TWISTING TRANSITION BELOW PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL FULL TWISTING TRANSITION TO/AT PREP LEVEL TO 1 LEG STUNT 1/4 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT 		<p>ASSISTED OR UNASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS EXTENDED DOUBLE LEG STUNT WALK IN/TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT WALK IN EXTENDED SINGLE LEG STUNT 	<ul style="list-style-type: none"> FULL DOWN FROM PREP STRAIGHT CRADLE FROM EXTENDED 1 LEG STUNT 1 TRICK DISMOUNT FROM EXTENSION
ADVANCED LEVEL APPROPRIATE					
<ul style="list-style-type: none"> INVERSION TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> TIC TOC PREP LEVEL LIB TO LIB AT EXTENDED LEVEL RELEASE FROM GROUND LEVEL TO EXTENDED LEVEL BODY POSITION 	<ul style="list-style-type: none"> FULL UP TO PREP LEVEL BODY POSITION FULL TWISTING TRANSITION FROM PREP LEVEL TO PRONE FULL TWISTING TRANSITION AT PREP LEVEL (LIB TO LIB) 1/2 TWISTING TRANSITION TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING INVERSION TO PREP 1/2 TWISTING INVERSION TO EXTENDED LIB 1/2 TWISTING SUSPENDED FORWARD ROLL 	<ul style="list-style-type: none"> ASSISTED: TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FRONT HANDSPRING 1/4 UP TO PREP LEVEL STUNT BUMP & GO EXTENDED HAND IN HAND AT PREP LEVEL POP THRU TO PREP LEVEL BUMP & GO EXTENDED 	<ul style="list-style-type: none"> FULL DOWN FROM EXTENSION 1/4 TWISTING DISMOUNT FROM EXTENDED 1 LEG
ELITE LEVEL APPROPRIATE					
<ul style="list-style-type: none"> INVERSION TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL TO EXTENDED LEVEL BODY POSITION TICK TOCK HIGH TO HIGH BODY POSITION TO BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION AT EXTENDED LEVEL FULL TWISTING TRANSITION TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING TIC TOC AT PREP LEVEL (LIB TO BODY POSITION) FULL TWISTING TIC TOC AT PREP LEVEL (BODY POSITION TO BODY POSITION) FULL TWISTING INVERSION TO PREP LEVEL LIB 1/2 TWISTING INVERSION TO EXTENDED BODY POSITION 3/4 SWITCH UP EXT BODY POSITION REWIND TO PREP LEVEL 	<ul style="list-style-type: none"> UNASSISTED: TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FRONT HANDSPRING 1/4 UP TO EXTENDED STUNT HAND IN HAND AT PREP LEVEL POP THRU TO EXTENDED 2 LEG STUNT 	<ul style="list-style-type: none"> 1 1/4 FULL DOWN FROM EXTENDED 1 LEG STUNT

TOSSES

NON-TWISTING - ADVANCED	TWISTING - ELITE
KICK FULL • DOUBLE TWISTING TOSS	KICK DOUBLE • BALL-OUT DOUBLE • SWITCH KICK FULL

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Front/Back Walkover Front/Back Walkover Series Back Extension Roll 	<ul style="list-style-type: none"> BHS 	<ul style="list-style-type: none"> BWO - BHS Series BHS Series Jump - BHS Jump - BHS Series BHS Step out - BWO - BHS

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Front Handspring (FHS) FWD - FHS RO - BHS/Series FWD - RO - BHS/BHS Series 	<ul style="list-style-type: none"> RO - Tuck RO - BHS -Tuck Front Walkover - RO - BHS - Tuck 	<ul style="list-style-type: none"> RO - BHS - Layout RO - Whip to Tuck RO - Whip to Layout

2023-2024 WCC SCHOOL CHEER SKILLS CHARTS - ADVANCED COLLEGE

HIGHLIGHTED IN BLUE IS NEW IN 23-24

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STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	COED STYLE	DISMOUNT STYLE
LEVEL APPROPRIATE					
<ul style="list-style-type: none"> FREE FLIPPING FROM GROUND LEVEL TO CRADLE FLIPPING FROM GROUND LEVEL TO PREP LEVEL DOWNWARD INVERSION FROM EXTENDED STUNT DOWNWARD INVERSION FROM EXTENDED 1 LEG STUNT 	<ul style="list-style-type: none"> TIC TOC LIB TO BODY POSITION (LOW TO HIGH) TIC TOC LIB TO BODY POSITION (HIGH TO HIGH) 	<ul style="list-style-type: none"> FULL UP TO EXTENDED 1 LEG STUNT 1 1/4 - 1 3/4 UP TO EXTENDED STUNT 1 1/4 - 1 3/4 UP TO EXTENDED 1 LEG STUNT 	<ul style="list-style-type: none"> TWISTING HELICOPTER RELEASE MOVES 1 1/2 - 2 TWIST TO PRONE 1/2 TWISTING BALL UP TO EXTENDED BODY POSITION FULL TWISTING TIC TOC TO EXTENDED 1 LEG STUNT (LOW TO HIGH) SWITCH UP FULL TWIST TO EXTENDED 1 LEG STUNT FREE FLIPPING WITH TWISTING FROM GROUND LEVEL TO CRADLE FLIPPING WITH TWISTING FROM GROUND LEVEL TO PREP LEVEL 	<p>ASSISTED OR UNASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS EXTENDED DOUBLE LEG STUNT WALK IN/TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT WALK IN EXTENDED SINGLE LEG STUNT 	<ul style="list-style-type: none"> FRONT FREE FLIPPING TO GROUND LEVEL FREE FLIPPING FROM PREP LEVEL OR BELOW TO CRADLE DOUBLE DOWN FROM 1 LEG STUNT
ADVANCED LEVEL APPROPRIATE					
<ul style="list-style-type: none"> FLIPPING FROM GROUND LEVEL TO EXTENSION 	<ul style="list-style-type: none"> TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH) 	<ul style="list-style-type: none"> 1 1/2 TWISTING TRANSITION TO EXTENDED LIB 1 3/4 TWISTING TRANSITION TO EXTENDED LIB DOUBLE UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> 1/4 - 3/4 TWISTING TIC TOC EXTENDED BODY POSITION TO BODY POSITION FULL TWISTING TIC TOC TO EXTENDED LIB (LOW TO HIGH) 1/4 TWISTING BACK HANDSPRING UP TO EXTENDED LIB 1 1/2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED LIB 	<p>ASSISTED:</p> <ul style="list-style-type: none"> TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FULL UP TO EXTENDED STUNT TOSS FRONT HANDSPRING 1/2 UP TO PREP LEVEL STUNT BUMP & GO EXTENDED EXTENDED HAND IN HAND POP THRU TO EXTENDED 2 LEG STUNT 	<ul style="list-style-type: none"> KICK DOUBLE TWISTING DISMOUNT
ELITE LEVEL APPROPRIATE					
<ul style="list-style-type: none"> FLIPPING FROM GROUND LEVEL TO EXTENDED SINGLE LEG AND/OR SINGLE ARM STUNT RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED STUNT 	<ul style="list-style-type: none"> REWIND TO EXTENDED STUNT ROUND OFF REWIND TO EXTENDED STUNT 	<ul style="list-style-type: none"> 1 1/2 TWISTING TRANSITION TO EXTENDED BODY POSITION 1 3/4 TWISTING TRANSITION TO EXTENDED BODY POSITION DOUBLE TWISTING TRANSITION TO EXTENDED LIB OR BODY POSITION 	<ul style="list-style-type: none"> FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENDED SINGLE LEG BACK HANDSPRING FULL UP TO EXTENDED STUNT FRONT HANDSPRING 1 1/2 UP TO EXTENDED STUNT FULL TWISTING RELEASE FROM WAIST LEVEL (BALL UP) TO EXTENDED BODY POSITION FULL TWISTING TIC TOC TO EXTENDED LIB (HIGH TO HIGH) 	<p>UNASSISTED:</p> <ul style="list-style-type: none"> TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FULL UP TO EXTENDED STUNT TOSS FRONT HANDSPRING 1/2 UP TO EXTENDED STUNT EXTENDED HAND IN HAND POP THRU TO EXTENDED 1 LEG STUNT REWIND TO EXTENDED STUNT 	<ul style="list-style-type: none"> FREE FLIPPING WITH 1/2 TWIST FROM PREP LEVEL TO CRADLE

TOSES

NON-TWISTING - ADVANCED

TUCK • X-OUT • PIKE • LAYOUT

TWISTING - ELITE

LAYOUT FULL • LAYOUT DOUBLE FULL • X-OUT FULL • SPLIT FULL • ARABIAN • 1/2 IN - PIKE OPEN 1/2 OUT

STANDING TUMBLING

LEVEL APPROPRIATE

• Jump Back Tuck

ADVANCED LEVEL APPROPRIATE

• BHS Series - Full
• Jump - BHS Series - Full
• BHS - Whip - BHS Series - Full
• BHS Series - Whip - Full

ELITE LEVEL APPROPRIATE

• BHS - Full
• Standing Full
• Jump - Full
• BHS - Whip - Full

RUNNING TUMBLING

LEVEL APPROPRIATE

• Cartwheel - Full
• RO - BHS/BHS Series - Full

ADVANCED LEVEL APPROPRIATE

• Punch Front step out - to - Full
• RO - to - Whip - to - Full
• RO - BHS - Full - to - Full
• RO - Arabian - RO - to - Full

ELITE LEVEL APPROPRIATE

• RO - to - 1.5 Full step out - to - Full
• RO - Whip - Full
• RO - Full - Full
• Front Handspring - Front Full



2023-2024

***GAME DAY
SCORING
RUBRICS***

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 11.01.23

FULL GAME DAY OUTLINE

BAND CHANT

Teams display spirit and enthusiasm upon entering the performance surface and prior to the music starting. A cue will not be given to begin the Band Chant. Once the music plays, teams may not perform any skills except kicks and jumps. Teams should incorporate crowd leading props and demonstrate visual movements such as level changes or ripples to perform the chant in a way that encourages the crowd to participate.

SITUATIONAL SIDELINE

Following the Band Chant, the announcer will offer a directive for either an offense or defense situation. Teams must wait until the announcer completes the directive and then perform an appropriate chant for the specified game day situation. Focus should be on the effectiveness of leading the crowd, proper motion technique and incorporating cheerleading skills that are relevant to a game day environment.

NOTE: Incorporating skills into the Situational Sideline chant such as stunts and/or tumbling, if the division allows, is a requirement.

CROWD LEADING

Following the Situational Sideline chant, teams must return to the performance surface from any stunt skills and show a clear delineation between sections. Teams can perform spirited crowd leading as a distinct transition into the Crowd Leading section but are not permitted to stunt. Crowd Leading can include a cheer reflective of a timeout, general sideline / spell-out or other cheer material with minimal words, yielding a call and response dynamic with the crowd.

NOTE: Incorporating crowd leading props *and* skills into the Crowd Leading section such as stunts and/or tumbling, if the division allows, is a requirement.

FIGHT SONG

The last section should reflect your school's traditional Fight Song. Skill incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling. The (3) consecutive 8-counts will be counted with the initiation of a skill and will continue until either the skills performed are completed or until the end of the 3rd 8-count. If the Fight Song repeats, the skills will only be allowed to performed both times if the skills are repeated exactly the same. Teams that do not have an official Fight Song may use a second selection of band chant music.

NOTE: Incorporating crowd leading props and skills into the Fight Song section such as stunts and/or tumbling, if the division allows, is encouraged.

PARTIAL GAME DAY OUTLINE

Choose to compete any of the Game Day types listed above. Must register separately for each Partial Category. Time Limit is 1:00 per Partial Game Day Performance. May not register/compete all 4 categories separately. If planning to compete all 4, you must register for Full Game Day.

2023-2024 WCC SCORING RUBRIC - FULL GAME DAY - FIGHT SONG/BAND CHANT

FIGHT SONG/BAND CHANT

The team's ability to lead a crowd through use of dance to school fight song or band chant, supported by proper use and timing of skills to support crowd engagement. Teams should demonstrate high levels of energy and positively promote their organization within their performance. This will include cheer and dance motion execution and proper use of signs, poms, megaphones or flags.

FIGHT SONG/BAND CHANT GAME DAY VISUAL APPEAL

3.5-4.0	LOW	Lacks game day visual appeal
4.0-4.5	MID	Moderate game day visual appeal
4.5-5.0	HIGH	Excellent game day visual appeal

FIGHT SONG/BAND CHANT CROWD LEADING TOOLS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

FIGHT SONG/BAND CHANT CROWD LEADING EFFECTIVENESS OF INCORPORATION

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

FIGHT SONG/BAND CHANT EXECUTION OF MOTIONS & SKILLS

3.5-4.0	LOW	Lacks proper motion strength/placement & skill technique
4.0-4.5	MID	Moderate motion strength/placement & skill technique
4.5-5.0	HIGH	Excellent motion strength/placement & skill technique

SKILL INCORPORATION CATEGORY IMPRESSION

3.5-4.0	LOW	Lacks flow, overall crowd effectiveness & difficulty of practical skill
4.0-4.5	MID	Moderate flow, overall crowd effectiveness & difficulty of practical skill
4.5-5.0	HIGH	Excellent flow, overall crowd effectiveness & difficulty of practical skill

2023-2024 WCC SCORING RUBRIC - FULL GAME DAY - SITUATION SIDELINE/CROWD LEADING

CROWD LEADING

The team's ability to lead a crowd through use of verbal commands in call and response style cheer, supported by proper use and timing of skills to support crowd engagement. Teams should demonstrate high levels of energy and positively promote their organization within their cheer. This will include cheer motion execution and proper use of signs, poms, megaphones or flags.

SITUATIONAL SIDELINE GAME DAY SITUATION

3.5-4.0	LOW	Lacks appropriate situation effective material
4.0-4.5	MID	Moderate situation effective material
4.5-5.0	HIGH	Excellent situation effective material

SITUATIONAL SIDELINE CROWD LEADING EFFECTIVENESS

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

SITUATIONAL SIDELINE CROWD LEADING TOOLS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

SITUATIONAL SIDELINE EXECUTION OF MOTIONS & SKILLS

3.5-4.0	LOW	Lacks proper motion strength/placement & skill technique
4.0-4.5	MID	Moderate motion strength/placement & skill technique
4.5-5.0	HIGH	Excellent motion strength/placement & skill technique

CROWD LEADING GAME DAY MATERIAL

3.5-4.0	LOW	Lacks crowd effective material
4.0-4.5	MID	Moderate crowd effective material
4.5-5.0	HIGH	Excellent crowd effective material

CROWD LEADING CROWD LEADING EFFECTIVENESS

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

CROWD LEADING CROWD LEADING TOOLS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

CROWD LEADING EXECUTION OF MOTIONS & SKILLS

3.5-4.0	LOW	Lacks proper motion strength/placement & skill technique
4.0-4.5	MID	Moderate motion strength/placement & skill technique
4.5-5.0	HIGH	Excellent motion strength/placement & skill technique

OVERALL IMPRESSION

3.5-4.0	LOW	Lacks flow, overall crowd effectiveness & difficulty of practical skill
4.0-4.5	MID	Moderate flow, overall crowd effectiveness & difficulty of practical skill
4.5-5.0	HIGH	Excellent flow, overall crowd effectiveness & difficulty of practical skill



2023-2024

GROUP/PARTNER STUNT SCORING RUBRICS

worldclasscheerleading.com

VERSION 11.01.23

GROUP STUNT, COED GROUP STUNT, & PARTNER STUNT RUBRICS

The rubrics listed below will determine how the judges score the routine's difficulty and execution.

Please use the level appropriate skills charts from the team section above to determine which skills are *level appropriate, advanced level appropriate, and elite level appropriate* for *novice, intermediate, and advanced* divisions.

Coed Group Stunts are determined by at least 1 male athlete in a traditional group of 4 or 5 athletes.

Partner Stunt routines are only offered in the Intermediate and Advanced divisions.

*Not all events offer Group Stunt and/or Partner Stunt divisions.

Contact WCC for more info.

info@wccheer.com



2023-2024 WCC SCORING RUBRIC - GROUP STUNT & COED GROUP STUNT

ROUTINE TIME LIMIT & ROUTINE COMPOSITION

Group Stunt Time Limit: Routines may not exceed **1:00**. The routine must be performed to music. The routine should be focused on demonstrating the groups most elite skills sequenced together with level appropriate and non-level appropriate stunt skills. See the leveled skills charts for a listing of appropriate skills.

Choreography should be used to enhance the overall impression, fluidity of sequencing, and crowd engagement.

Choreography includes: stunt skills incorporated throughout the routine in a creative and visual manner, the flow of the sequences, the variety of flyer(s) and base(S) configuration, and transitional choreography.

Tumbling outside of a stunt transition will not be assessed as it is not a stunt skill, however, tumbling skills may be used to transition into and/or out of a stunt and will be scored accordingly.

Stand alone motion and/or dance sequences not used to directly enhance a stunt transition will not be scored.

Jumps are not to be performed as stand alone skills. A jump skill being used to transition into and/or out of a stunt will be scored towards creativity under the overall impression category.

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL

3.5	Skills performed do not meet 4.0 requirement
4.0	3 different level appropriate skills performed by the group. COED GROUPS: 1 of the 3 stunt skills must be Coed Style.
4.5	4 different level appropriate skills performed by the group. COED GROUPS: 1 of the 4 stunt skills must be Coed Style.
5.0	5 different level appropriate skills performed by the group. COED GROUPS: 1 of the 5 stunt skills must be Coed Style.
5.5	6 different level appropriate skills performed by the group. COED GROUPS: 1 of the 6 stunt skills must be Coed Style.

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty and Pace & Connection. Each category has a maximum number of points, outlined in the grey charts below for a total of 1.5 points.

PACE & CONNECTION(0.1-0.3)

Majority of the sequence has a consistent/quick pace & connection	0.3
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STUNT EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

TOP PERSON	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill • Timing

DEGREE OF DIFFICULTY (0.1-1.2)

SKILL #	ADVANCED SKILL BY MOST	ELITE SKILL BY MOST
SKILL 1	0.1	0.2
SKILL 2	0.1	0.2
SKILL 3	0.1	0.2
SKILL 4	0.1	0.2
SKILL 5	0.1	0.2
SKILL 6	0.1	0.2

EXECUTION-STUNT/TOSS

5.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A group's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/ Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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ROUTINE CREATIVITY

1.5-2.0	<p>Routine Creativity is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine.</p>
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SHOWMANSHIP

1.0-2.0	<p>Showmanship is based on the panel's impression of the entire performance encompassing all category areas focusing on the group's energy, genuine enthusiasm, showmanship, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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2023-2024 WCC SCORING RUBRIC - PARTNER STUNT

ROUTINE TIME LIMIT & ROUTINE COMPOSITION

Partner Stunt Time Limit: Routines may not exceed **1:00**. The routine must be performed to music. The routine should be focused on demonstrating the partnerships most elite skills sequenced together with level appropriate and non-level appropriate stunt skills. See the leveled skills charts for a listing of appropriate coed style stunt skills.

Choreography should be used to enhance the overall impression, fluidity of sequencing, and crowd engagement.

Choreography includes:stunt skills incorporated throughout the routine in a creative and visual manner, the flow of the sequences, and transitional choreography.

Tumbling outside of a stunt transition will not be assessed as it is not a stunt skill, however, tumbling skills may be used to transition into and/or out of a stunt and will be scored accordingly.

Stand alone motion and/or dance sequences not used to directly enhance a stunt transition will not be scored.

Jumps are not to be performed as stand alone skills. A jump skill being used to transition into and/or out of a stunt will be scored towards creativity under the overall impression category.

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL

3.5	Skills performed do not meet 4.0 requirement
4.0	3 different level appropriate COED stunt skills performed by the partnership.
4.5	4 different level appropriate COED stunt skills performed by the partnership.
5.0	5 different level appropriate COED stunt skills performed by the partnership.
5.5	6 different level appropriate COED stunt skills performed by the partnership.

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty and Pace & Connection. Each category has a maximum number of points, outlined in the grey charts below for a total of 1.5 points.

PACE & CONNECTION(0.1-0.3)

Majority of the sequence has a consistent/quick pace & connection	0.3
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STUNT EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

TOP PERSON	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Base/Spotter	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill • Timing

DEGREE OF DIFFICULTY (0.1-1.2)

SKILL #	ADVANCED SKILL BY MOST	ELITE SKILL BY MOST
SKILL 1	0.1	0.2
SKILL 2	0.1	0.2
SKILL 3	0.1	0.2
SKILL 4	0.1	0.2
SKILL 5	0.1	0.2
SKILL 6	0.1	0.2

EXECUTION-STUNT/TOSS

5.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A partnerships execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Stunts/ Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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ROUTINE CREATIVITY

1.5-2.0	<p>Routine Creativity is based on the partnerships incorporation of innovative, visual, and intricate ideas throughout the routine.</p>
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SHOWMANSHIP

1.0-2.0	<p>Showmanship is based on the panel's impression of the entire performance encompassing all category areas focusing on the partnerships energy, genuine enthusiasm, showmanship, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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2023-2024

CHEER
INDIVIDUAL/DUET/TRIO
SCORING RUBRICS

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 11.01.23

CHEER INDIVIDUALS, DUETS, & TRIOS

Cheer individuals, duets, and trios will follow the rubrics listed below. These categories are NON-BUILDING categories.

Please use the level appropriate tumbling skills charts from the team section above to determine which skills are *level appropriate, advanced level appropriate, and elite level appropriate* for *novice, intermediate, and advanced* divisions.

*Not all events offer cheer individuals, duets, and trios.
Contact WCC for more info.
info@wccheer.com



2023-2024 WCC SCORING RUBRIC - CHEER INDIVIDUALS, DUETS, & TRIOS

ROUTINE TIME LIMIT & ROUTINE COMPOSITION

Cheer Individuals, Duets & Trios: Routines may not exceed **1:00**. The routine must be performed to music. The routine should be focused on demonstrating the most elite skills sequenced together with level appropriate and non-level appropriate tumbling and jump skills, as well as motions and dance sequences. See the leveled skills charts for a listing of appropriate skills.

Choreography should be used to enhance the overall impression, fluidity of sequencing, and crowd engagement.

Choreography includes: tumbling and jump skills incorporated throughout the routine in a creative and visual manner, the flow of the sequences, transitional choreography and motions & dance sequences.

Transitional lifts are permitted, but stunt skills outside of choreographic lifts are not permitted.

*See the team tumbling and jump execution details from the performance show cheer rubric above for how the judges will evaluate execution for tumbling and jumps.

*See the team overall category details from the performance show cheer rubric above for how the judges will evaluate the overall portion of the scoresheet.

STANDING & RUNNING TUMBLING DIFFICULTY

2.5	Skills performed do not meet 3.0 requirement. Not every athlete performs required skills.
3.0	The individual, duet or trio performs 1 Advanced level appropriate pass and 1 Elite level appropriate pass (standing or running). Must be synchronized if duet or trio.
3.5	The individual, duet or trio performs 2 Advanced level appropriate passes and 1 Elite level appropriate pass (standing or running). Must be synchronized if duet or trio.
4.0	The individual, duet or trio performs 2 Advanced level appropriate passes and 2 Elite level appropriate pass (standing or running). Must be synchronized if duet or trio.

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based on the following criteria: Degree of Difficulty.

Each category has a maximum number of points, outlined in the grey charts below for a total of 1 point.

DEGREE OF DIFFICULTY (0.3-1.0)

(To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT i.e. 1 standing and 1 running)

	1 ADVANCED	2 ADVANCED
SKILL/PASS	0.3	0.4
	1 ELITE	2 ELITE
SKILL/PASS	0.5	0.6

JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.

WHIP APPROACH- CONTINUOUS MOVEMENT THROUGH SWING, CONNECTING 2 OR MORE JUMPS.

3.0	Skills performed do not meet 3.5 requirement
3.5	The individual, duet or trio performs 2 advanced jump. Must be synchronized if a duet or trio.
4.0	The individual, duet or trio performs 2 connected advanced jumps. Must be synchronized and include a variety.
4.5	The individual, duet or trio performs 3 connected advanced jumps OR 2 connected advanced jumps + 1 advanced jump . Must be synchronized and include a variety.

JUMPS

- Variety- at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (I.e. left/right hurdler) **Variety does not have to be during the connected jumps.**
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e., jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine



2023-2024

***SCHOOL DANCE
SCORING
RUBRICS***

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 11.01.23

WCC School Dance Divisions

Divisions are based on the school type of the team.

Categories are based on the style of dance being performed.

<u>Division</u>	<u>Category</u>	<u>Team Size</u>	<u>Athletes</u>
Elementary	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	Small (4-18) Large (19-38)	Female/Male
Junior High	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	Small (4-18) Large (19-38)	Female/Male
High School: Freshman	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	Small (4-18) Large (19-38)	Female/Male
High School: JV	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	Small (4-18) Large (19-38)	Female/Male
High School: Varsity	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	Small (4-18) Large (19-38)	All Girl Coed (2+ Males) All Male
College:	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	Small (4-18) Large (19-38)	All Girl Coed (2+ Males) All Male

School dance teams will follow the **NFHS Spirit Rules** for high school and younger divisions.

College dance teams will follow the **USA Cheer** rules for dance teams.

WCC reserves the right to combine or split divisions to maintain competitive integrity.

WCC School Dance Categories

Hip Hop - 2:30 Time limit

This category has a multitude of styles founded on bouncing and rocking to the beat of hip hop music. There is a grounded and low quality rooting the dancer in their confidence. There is a lot of attitude and swag in the performance of the moves. Routines may incorporate one style or multiple styles such as: Popping & Locking, Breaking, Waacking, Voguing, Krumping, Chicago Footwork etc. An emphasis is placed on musicality, mastery of the style and confidence in the performance of them, synchronization and uniformity and spacing.

Jazz - 2:30 Time limit

This category combines classical ballet as it's technical foundation with stylized movements set to entertain the crowd. It's showy and crisp movement quality brings a dynamic energy to the routine flow shifting between strong, hard-hitting movements to softer more elegant and subtle movements highlighting the musicality. An emphasis is placed on proper alignment, uniformity, technical skill, routine flow, beginning-middle-end concept, energy, and spirit.

Contemporary/Lyrical - 2:30 Time limit

Contemporary and Lyrical dance styles are similar and both borrow foundational elements from other styles like Ballet, Jazz and Modern. The contemporary movements center around speed, control, strength, change of direction and inversion. The Lyrical style offers more emotive and expressive routines that align with the "lyrics" of the song. An emphasis is placed on musicality, alignment, technical strength, athleticism, routine flow, beginning-middle-end, energy, and emotional connection with the music.

Pom/Song - 2:30 Time limit

This style incorporates sharp, strong, precise, quick, clean motions and movements that when staged all together create visual pictures and moments. The dancers execute a routine with poms for a minimum of 80% of the routine. The routine also incorporates Pom Skills such as: Pom Passes, Leaps, Turns, Jumps, Kick Lines, and Ripple Effects. An emphasis is placed on sharpness, strength of motion and motion placement, energy, spacing, formation changes and visual effects, pace, synchronization and uniformity.

Kick - 2:30 Time limit

A Kick routine emphasizes control, height uniformity, extension, toe points, timing and creativity of a variety of kick series and patterns. A kick is defined as one foot remaining on the floor while the other foot lifts with force. Kicks must be performed at least 80% of the routine.

Variety - 2:30 Time limit

A variety routine must include a blend of at least two or more styles throughout the routine. (Jazz, Pom, Hip Hop, Contemporary/Lyrical and/or Kick) All styles will compete together in this category.

School dance teams will follow the **NFHS Spirit Rules** for high school and younger divisions.

College dance teams will follow the **USA Cheer** rules for dance teams.

WCC reserves the right to combine or split divisions to maintain competitive integrity.

2023-2024 WCC DANCE SCORING RUBRIC - HIP HOP

CHOREOGRAPHY

ROUTINE COMPOSITION: HIP HOP STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

13.5-14.0	LOW	Lacks musicality, rhythm, and body isolation
14.0-14.5	MID	Moderate musicality, rhythm, and body isolation
14.5-15.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

13.5-14.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
14.0-14.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
14.5-15.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - JAZZ

CHOREOGRAPHY

ROUTINE COMPOSITION: JAZZ STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - CONTEMPORARY/LYRICAL

CHOREOGRAPHY

ROUTINE COMPOSITION: CONTEMPORARY/LYRICAL STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - POM/SONG

CHOREOGRAPHY

ROUTINE COMPOSITION: POM/SONG STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - KICK

CHOREOGRAPHY

ROUTINE COMPOSITION: KICK STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence



2023-2024

***DANCE
SOLO/DUET/TRIO
SCORING RUBRICS***

WORLD CLASS CHAMPIONSHIPS

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DANCE SOLO, DUET, & TRIO

Use Rubrics Above Per Dance Solo, Duet, & Trio Per Dance Style.
These routine time limits are 1:00.

*Not all events offer Solo, Duet, & Trio divisions.

Contact WCC for more info.

info@wccheer.com



2023-2024

SCHOOL DEDUCTIONS

WORLD CLASS CHAMPIONSHIPS

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WORLD CLASS CHAMPIONSHIPS

SCHOOL DEDUCTIONS SYSTEM

Deductions may be assessed prior to, during or after a team's performance.

Individual Athlete Deductions

Athlete Fall (AF) - 0.5

- Landing on head, shoulders, back or other compromising positions during tumbling or jumps
- Drops from airborne tumbling skills to knees

Building Deductions

Major Bobble (MB) – 1.0

Stunt/Pyramid skills that almost fall or drop but are saved include:

STUNTS

- Lowering/Dropping from prep, extended or level in between to a load in, cradle, prone or flat back position.
- Top person incorrectly becomes weight bearing on a spotter.
- Base or spot landing on the performance surface anytime during a stunt, transition, or dismount.
- College - Top person incorrectly bears weight on middle layer during pyramid.

DISMOUNTS

- Incomplete twisting that lands in a prone (on stomach) position.

Major Building Fall (MBF) – 2.0

Drops to the performance surface from a stunt, pyramid or toss by the top person a base or spotter or more than 1 base and/or spotter.

Uncontrolled lowering or drops to a compromising position not listed under building fall. Major Building Fall will include:

STUNTS

- Lowering of a falling top person to the performance surface.
- Dropping from a skill and support is below prep level (both feet in a 2-foot stunt or the foot of support in a 1-foot stunt)
- **Initiating a skill but never establishing contact.**
- Dropping to **a load in, cradle, prone/flatback position or compromising positions with the top's head going toward the performing surface.**
- Multiple bases/spotters or **a base/spot and top** landing on the performance surface.

DISMOUNTS/TOSSES

- Dismounts that land in upright (feet down) or inverted (head down) position.
- Tosses that land in prone (**on stomach**), upright (**feet down**) or inverted (**head down**) position.

PYRAMID

- Lowering of a falling top person back to performance surface.
- Middle layer falling prior to loading the top person.

Pyramid Fall (PF) – 3.0

Building bobbles and falls will be used until a single pyramid has received 3.0 in deductions. Once the pyramid has received 3.0 or more points in deductions, the Pyramid Fall deduction will be used. When multiple pyramids are built at the same time, each pyramid will be treated separately. If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid. Once a pyramid is rebuilt and shows stability, additional deductions can be given.



WORLD CLASS CHAMPIONSHIPS

SCHOOL DEDUCTIONS SYSTEM

Additional Deduction Types

Out of Bounds – 0.5

- One entire hand, foot or body part is completely outside of the performance surface – National Championship Only

**Props – 0.5

- Hard props/megaphones released from an athlete while loading, dismounting or stationary in a stunt
- A person on the ground throwing to another person or discarding a hard prop/megaphone with the intent of distance
- Athletes performing/landing stunts, tumbling or jumps on props.
- Top person using a prop with a metal or other hard material pole(s).
- Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles

Note: Props maybe placed off the performance surface by someone standing inside the performance surface.

**Unsportsmanlike Behavior – 1.0

- When a coach is in a discussion with an official, other coaches, athletes, or parents/spectators, they must maintain professional conduct. Increased behavior could result in removal or disqualification.

**Excessive Celebration / Team Introductions – 1.0

- Introductions (organized entrances, chants, spells outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals and traditions need to take place prior to entering the mat.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures (chest bumps, hands, handshakes, etc.).
- Teams should refrain from any type of excessive celebration following the team's performance (team huddles, alternates/coaches entering the competition floor, and/or falling to the ground following the performance).
- Teams that fall during skill(s) at the end/after the performance will receive the deductions matching the type of fall.

Time Limits – 1.0/2.0

- Timing will begin with the first movement, voice or note of the music, whichever comes first. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction.
- 1 – 5 Seconds over – 1.0
- 6 seconds or more – 2.0
- Game Day timing will not include the team spiriting, rallying, jumping, kicking, or tumbling prior to the start of the routine. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended.
- If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.

**Bows - .25

- Bows should not be excessive in size and should not be a distraction to the performance.
- Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down, and should not fall over the forehead into the participants' eyes or block the view of the participants while performing.



WORLD CLASS CHAMPIONSHIPS

SCHOOL DEDUCTIONS SYSTEM

Safety Deductions

Game Day Format Violation – 1.0

- Skills that do not meet the additional skill restrictions for a Game Day Performance (See Rules and Regulations for skill restrictions). Additional Format Violations will include:
 - Exceeding 3 consecutive 8-counts of incorporation during the fight song (High School and Below)
 - Building Skills that are stationary prior to the end of the 3rd 8-count may remain stationary until the end of the routine. Dismounts following the completion of the routine will not be included for timing purposes.
 - Stunting outside the allotted restrictions
 - Incorrect Situational Sideline response including calling a general sideline.

General Safety Violation – 2.0

- When skills are performed illegally, however the skill itself is legal.

Examples include:

- Braced flip where one of the bracers happens to fall during the flip
- Incorrect spotter grips on single base style stunts or college pyramids
- Tumbling/Building in a Non-Tumbling/Non-Building Division
- Performance Errors

Specific Safety Violation – 3.0

- When a skill is not performed in a legal manner.

Examples include:

- Braced flipping pyramid with only 7 people or a bracer in a shoulder sit
- Release transitions landing inverted
- Missing a Required Spotter – does not include incorrect spotter grip

**The following deductions may only be issued one time per performance. However, all others may be received multiple times with no max: Props, Unsportsmanlike Behavior, Excessive Celebration / Team Introductions, Bows



2022-2023

***SCHOOL
CHEER & DANCE
SCORE SHEETS***

WORLD CLASS CHAMPIONSHIPS

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WORLD CLASS CHAMPIONSHIPS

SCHOOL PERFORMANCE SHOW CHEER SCORESHEET

BUILDING JUDGE	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
STUNT	12.0	5.5	5.0	1.5
PYRAMID	10.5	5.5	5.0	0

TUMBLING JUDGE	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
JUMPS	9.5	4.5	5.0	0
STANDING & RUNNING TUMBLING	10.0	4.0	5.0	1.0

OVERALL JUDGE	TOTAL	DIFFICULTY/ SCORE	EXECUTION
FORMATIONS & TRANSITIONS	2.0	0	2.0
DANCE	2.0	1.0	1.0

ALL CATEGORY JUDGE	TOTAL	SCORE
ROUTINE CREATIVITY	2.0	2.0
SHOWMANSHIP	2.0	2.0

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

SCHOOL TRADITIONAL SHOW *CHEER SCORE SHEET

CROWD LEADING	TOTAL	SCORE
CROWD EFFECTIVE MATERIAL	5.0	
ABILITY & ENERGY TO LEAD CROWD	5.0	
PROPER USE OF MATERIALS	5.0	

SKILL INCORPORATION	TOTAL	SCORE
PROPER USE OF SKILLS	5.0	
TECHNIQUE OF SKILLS INCORPORATED	5.0	
CATEGORY IMPRESSION	5.0	

TOTAL	30
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*THIS CHEER SCORE SHEET IS ADDED TO THE "PERFORMANCE SHOW CHEER SCORE SHEET" TO MAKE THE TRADITIONAL SCORE SHEET COMPLETE.



WORLD CLASS CHAMPIONSHIPS

SCHOOL FULL GAME DAY SCORE SHEET

BAND CHANT/FIGHT SONG	TOTAL	SCORE
BAND CHANT: GAME DAY VISUAL APPEAL	5.0	
BAND CHANT: CROWD LEADING TOOLS	5.0	
BAND CHANT: CROWD EFFECTIVENESS OF INCORPORATION	5.0	
BAND CHANT: EXECUTION OF MOTIONS & SKILLS	5.0	
CATEGORY IMPRESSION	5.0	
FIGHT SONG: GAME DAY VISUAL APPEAL	5.0	
FIGHT SONG: CROWD LEADING TOOLS	5.0	
FIGHT SONG: CROWD EFFECTIVENESS OF INCORPORATION	5.0	
FIGHT SONG: EXECUTION OF MOTIONS & SKILLS	5.0	
CATEGORY IMPRESSION	5.0	

CROWD LEADING/SITUATION	TOTAL	SCORE
GAME DAY MATERIAL	5.0	
CROWD EFFECTIVENESS OF INCORPORATION	5.0	
CROWD LEADING TOOLS	5.0	
EXECUTION OF MOTIONS & SKILLS	5.0	
CATEGORY IMPRESSION	5.0	
GAME DAY SITUATION	5.0	
SITUATION: CROWD LEADING TOOLS	5.0	
SITUATION: CROWD LEADING EFFECTIVENESS	5.0	
SITUATION: EXECUTION OF MOTIONS & SKILLS	5.0	
CATEGORY IMPRESSION	5.0	

TOTAL	100
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WORLD CLASS CHAMPIONSHIPS

SCHOOL PARTIAL GAME DAY: BAND CHANT SCORE SHEET

BAND CHANT	TOTAL	SCORE
GAME DAY VISUAL APPEAL	10.0	
CROWD LEADING TOOLS	10.0	
CROWD EFFECTIVENESS OF INCORPORATION	10.0	
EXECUTION OF MOTIONS & SKILLS	10.0	
CATEGORY IMPRESSION	10.0	

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

SCHOOL PARTIAL GAME DAY: SITUATIONAL SIDELINE SCORE SHEET

CROWD LEADING	TOTAL	SCORE
GAME DAY SITUATION	10.0	
SITUATION: CROWD LEADING TOOLS	10.0	
SITUATION: CROWD LEADING EFFECTIVENESS	10.0	
SITUATION: EXECUTION OF MOTIONS & SKILLS	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

SCHOOL PARTIAL GAME DAY: CROWD LEADING SCORE SHEET

CROWD LEADING	TOTAL	SCORE
GAME DAY MATERIAL	10.0	
CROWD EFFECTIVENESS OF INCORPORATION	10.0	
CROWD LEADING TOOLS	10.0	
EXECUTION OF MOTIONS & SKILLS	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

SCHOOL PARTIAL GAME DAY: FIGHT SONG SCORE SHEET

FIGHT SONG	TOTAL	SCORE
GAME DAY VISUAL APPEAL	10.0	
CROWD LEADING TOOLS	10.0	
CROWD EFFECTIVENESS OF INCORPORATION	10.0	
EXECUTION OF MOTIONS & SKILLS	10.0	
CATEGORY IMPRESSION	10.0	

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

GROUP STUNT / PARTNER STUNT

SCORE SHEET

BUILDING	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
STUNT	12.0	5.5	5.0	1.5

OVERALL	TOTAL	SCORE
ROUTINE CREATIVITY	2.0	
SHOWMANSHIP	2.0	

TOTAL	16
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WORLD CLASS CHAMPIONSHIPS

CHEER - INDIVIDUALS / DUETS / TRIOS

SCORE SHEET

TUMBLING & JUMPS	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
JUMPS	9.5	4.5	5.0	0
STANDING & RUNNING TUMBLING	10.0	4.0	5.0	1.0

OVERALL	TOTAL	DIFFICULTY/ SCORE	EXECUTION
FORMATIONS & TRANSITIONS	2.0	0	2.0
DANCE	2.0	1.0	1.0
ROUTINE CREATIVITY	2.0	2.0	
SHOWMANSHIP	2.0	2.0	

TOTAL	27.5
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WORLD CLASS CHAMPIONSHIPS

HIP HOP SCORE SHEET

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: HIP HOP STYLE INTERPRETATION & INCORPORATION	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	15.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	15.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

JAZZ SCORE SHEET

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: JAZZ STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100
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WORLD CLASS CHAMPIONSHIPS

CONTEMPORARY / LYRICAL SCORE SHEET

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: CONTEMPORARY/LYRICAL STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

POM / SONG SCORE SCORE

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: POM/SONG STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

KICK SCORE SCORE

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: KICK STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

VARIETY SCORE SCORE

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: VARIETY OF STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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HAVE SCORING QUESTIONS?

Get to know your WCC Scoring Director and have your questions answered!

Submit Questions Here:



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