



INDIANA CHEER CHAMPIONSHIP

GENERAL TIPS ON INTERPRETING THE SCORING SYSTEM

Points are awarded in four types of sub-captions: Execution – Variety – Difficulty - Overall Impression. Each sub-caption is scored separately. It would be entirely possible to score very high in one area and low in another on one sheet based on design and performance. (Several easy skills very well would earn high marks for Variety and Execution, but low in Difficulty. Performing a number of difficult skills poorly would score high for Variety and Difficulty but low in Execution). Carefully consider all sub-captions when designing a routine.

This judging system is clearly weighted toward rewarding EXECUTION. Teams sometimes over-focus on a point (or tenths of a point) that can be gained by adding a more difficult skill, not considering that weaker execution will offset those points gained with reduced Execution scores, lower Overall Impression scores, and Point Deductions for visible errors.

Many sub-captions will assign score ranges based on whether a skill is performed by the full squad, a majority (more than half), or less than a majority of performers. “Jumps” is the only sub-caption where full team skills are required to gain points. If a member cannot jump because of injury, they may “mark” the jump to count toward full team status.

Stunts will be evaluated by first determining the number of stunt groups expected from each team (dividing the number of performers by 4 or 5 will give an indication of how many stunt groups would be expected for your team). The difficulty range will be determined by the most difficult skill performed by a majority of stunt groups on the floor. Within the difficulty range, groups will be scored depending on factors like the number of skills within that range, whether or not stunt groups are using a front spot, whether multiple body positions are used for skills in that range, and whether a full team is performing the skills in that range.

Jumps and Tumbling Difficulty Ranges are determined by the most difficult skill performed by your team (not by one individual). Where the team is scored within that range is left to each judge’s discretion, considering the way the skill is performed (factors like height, speed, method, and whether any additional skills in the same range were performed).

A jump that is repeated may influence DIFFICULTY scores, but does not count as a separate skill for VARIETY. (For example, a single toe-touch and double touch are scored as just 1 type of skill for variety, but are found in different ranges for difficulty points).

Co-Ed squads are not required to use males for dancing or jumping, but may choose to do so.

A single rubric is used for Varsity, Junior Varsity, Freshman, & Junior High teams. However, judges will score Execution and Overall Impression based on a comparison of that day of competition.

The Overall Impression sub-caption on each subjective score sheet is intended to reflect the whole routine. Our system assigns judges to a specific caption, and each judge will obviously look most closely at one aspect of a routine; however they will still be aware of all things happening during a performance. Overall Impression scores will likely be influenced by how the team performs in each judge’s area of focus, but by considering the overall routine showmanship, flow, and energy, the score in this sub-caption may be either higher or lower than the other scores on the same caption sheet.

The Indiana Cheer Championship provides a recap sheet that separates Overall Impression scores from other caption scores. That recap will show one score for each of the four captions, and a 5th score for Overall Impression (which represents the total O.I. points from all four judges).

