

NYSPHSAA CHEERLEADING CHAMPIONSHIP JUDGES REFERENCE SHEET
JUDGES 1/2



Tumbling Progressions*		
Basic	Intermediate	Advanced
0.0 - 1.5	1.6 - 3.0	3.1 – 5.0
<ul style="list-style-type: none"> • Forward/Backward Roll • Cartwheel • Back Extension • Back Walkover 	<ul style="list-style-type: none"> • Front Handspring • Back Handspring • Aerial • Round Back handspring • Multiple handsprings 	<ul style="list-style-type: none"> • Standing BHS Back Tuck • Round-Off Back Tuck • Round-Off BHS Back Tuck • Punch Front • Standing BHS Series Back Tuck • Standing Back Tuck • RO/BHS Layout • Standing Full • RO Full

* Sliding Scale based on Progression, Number of Participants, and Synchronization, respectively

Tumbling Execution Indicators
Entry
Body Position
Arm & Leg Position
Control
Landing
Skill Completion
Synchronization

Dance Indicators
Sharpness
Pace
Visual Effects
Variety of Movements
Level Changes

Overall Effect Indicators
Flow
Transitions
Entertainment
Performance of Skills
Energy

Jump Execution Indicators
Approach
Positioning of Chest
Height
Arm Placement
Flexibility
Toe Point
Landing
No Variety = 0.0
½ the team Jumps = Max 2.5



NYSPHSAA CHEERLEADING CHAMPIONSHIP JUDGES REFERENCE SHEET

JUDGES 3/4

Skill 1	Skill 2	Skill 3	Range	Skill 1	Skill 2	Skill 3	Range	Skill 1	Skill 2	Skill 3	Range								
5	5	5	9.3 - 10	4	4	4	7.8 - 8.5	3	3	3	6.3 - 7.0								
5	5	4	8.8 - 9.5	4	4	3	7.3 - 8.0	3	3	2	5.8 - 6.5								
5	5	3	8.3 - 9.0	4	4	2	6.8 - 7.5	3	3	1	5.3 - 6.0								
5	5	2	7.8 - 8.5	4	4	1	6.3 - 7.0	3	3	0	4.8 - 5.5								
5	5	1	7.3 - 8.0	4	4	0	5.8 - 6.5	3	2	2	5.3 - 6.0								
5	5	0	6.8 - 7.5	4	3	3	6.8 - 7.5	3	2	1	4.8 - 5.5								
5	4	4	8.3 - 9.0	4	3	2	6.3 - 7.0	3	2	0	4.3 - 5.0								
5	4	3	7.8 - 8.5	4	3	1	5.8 - 6.5	3	1	1	4.3 - 5.0								
5	4	2	7.3 - 8.0	4	3	0	5.3 - 6.0	3	1	0	3.8 - 4.5								
5	4	1	6.8 - 7.5	4	2	2	5.8 - 6.5	3	0	0	3.3 - 4.0								
5	4	0	6.3 - 7.0	4	2	1	5.3 - 6.0	2	2	2	4.8 - 5.5								
5	3	3	7.3 - 8.0	4	2	0	4.8 - 5.5	2	2	1	4.3 - 5.0								
5	3	2	6.8 - 7.5	4	1	1	4.8 - 5.5	2	2	0	3.8 - 4.5								
5	3	1	6.3 - 7.0	4	1	0	4.3 - 5.0	2	1	1	3.8 - 4.5								
5	3	0	5.8 - 6.5	4	0	0	3.8 - 4.5	2	1	0	3.3 - 4.0								
5	2	2	6.3 - 7.0	<table border="1"> <thead> <tr><th colspan="2">Execution Ranges</th></tr> </thead> <tbody> <tr><td>Below Average</td><td>0 - 5</td></tr> <tr><td>Average</td><td>5 - 10</td></tr> <tr><td>Above Average</td><td>10 - 15</td></tr> </tbody> </table>				Execution Ranges		Below Average	0 - 5	Average	5 - 10	Above Average	10 - 15	2	0	0	2.8 - 3.5
Execution Ranges																			
Below Average	0 - 5																		
Average	5 - 10																		
Above Average	10 - 15																		
5	2	1	5.8 - 6.5	1	1	1	3.3 - 4.0												
5	2	0	5.3 - 6.0	1	1	0	2.8 - 3.5												
5	1	1	5.3 - 6.0	1	0	0	2.3 - 3.0												
5	1	0	4.8 - 5.5	0	0	0	0 - 2.5												
5	0	0	4.3 - 5.0																

Stunt Groups	
Team Size	Majority
5-15	2
16-23	3
24-31	4
32+	5

*Skills must be performed at Full team to enter on level; Less than Full Team Drops 1 level; Less than Majority Drops 2 Levels Total (Unless Majority = Full Team);
 *Skills that require an extra base to perform (i.e. Tosses) the number of groups will vary
 *Using extra bases on any group(s) drops 1 level

Stunt Groups	
Team Size	Full Team
5-11	2
12-15	3
16-19	4
20-23	5
24-27	6
28-31	7

Key	
5	Super Elite
4	Elite
3	Advanced
2	Intermediate
1	Basic
0	No Skill Performed
1/2	Basic or Intermediate
3/4	Advanced or Elite

Overall Effect Indicators	
Flow	
Transitions	
Entertainment	
Performance of Skills	
Energy	