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## State Personnel

Personnel	Title	Contact
Penny Pitts Mitchell	Associate Director	Penny@GHSA.net
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# Materials

**Competitive Cheerleading Guide**

**NFHS Rules Book**

**Safety Quick Reference Guide**

**Checkbox Quick Reference**

**Panel Tracking Forms**

**GHSA.net**

**YouTube - ghsacompetitivecheer**

**Study all materials weekly to be a successful official!**

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# Key Dates

**September 7<sup>th</sup> – November 9<sup>th</sup>**

- Competitive Invitationals

**November 9<sup>th</sup>**

- Region winners determined
- Sectionals for all teams

**November 15<sup>th</sup> & 16<sup>th</sup> State Championships**

- Friday (15<sup>th</sup>): State Championships for
  - 2A & 4A (10:00 AM); 1A & Private (3:00 PM)
- Saturday (16<sup>th</sup>): State Championships for
  - 3A & 5A (10:00 AM); 6A & Coed (3:00 PM)

**Updated**

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## Must Know

All invitational and region tournaments must be run in the same format as the state tournament

GHSA will assign the official's association for all sanctioned events

The Booking Agent is responsible for scheduling officials for a competition

**No cell phones** permitted at the scoring table, judge's table, or music table unless playing music

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## Pay

**One panel** is more than adequate for 40 high school teams (p. 2-2)

Officials are paid (p. 2-4)

- **\$11.50** per team up to 12 teams
- **\$9.60** per team for each team over 12 teams
- **\$11.14** per official regular season travel fees

**Updated**

Officiating is for the love of the sport!

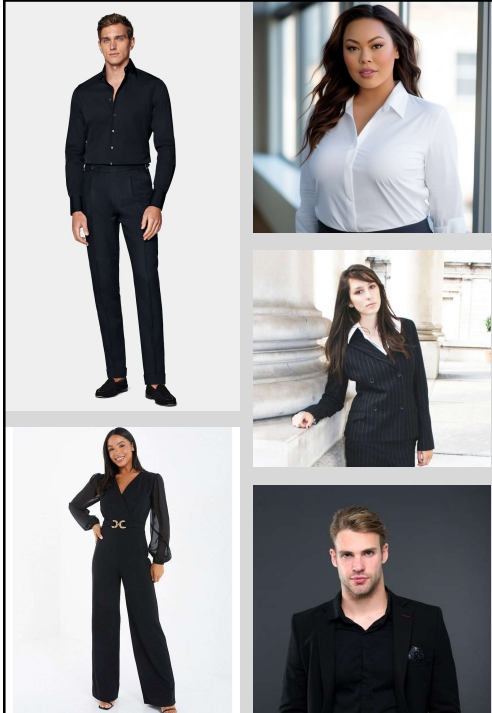
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# Conflict of Interest

- An affiliation with any competing team or gym that a team attends.
- A relative or close friend who is a coach or member of the team, including parents.
- Competing team(s) who are rival teams in an area school or gym where the official works.
- The parent of an athlete on a rival team or competing team.
- Attended or cheered for a competing team in the last five (5) years.
- Previously coached a competing team in the last five (5) years.
- Choreographed for a competing team in the last five (5) years.
- Employed at a competing school.

P.3-5

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## Dress

- Must wear black and/or white
- Must wear appropriate shoes

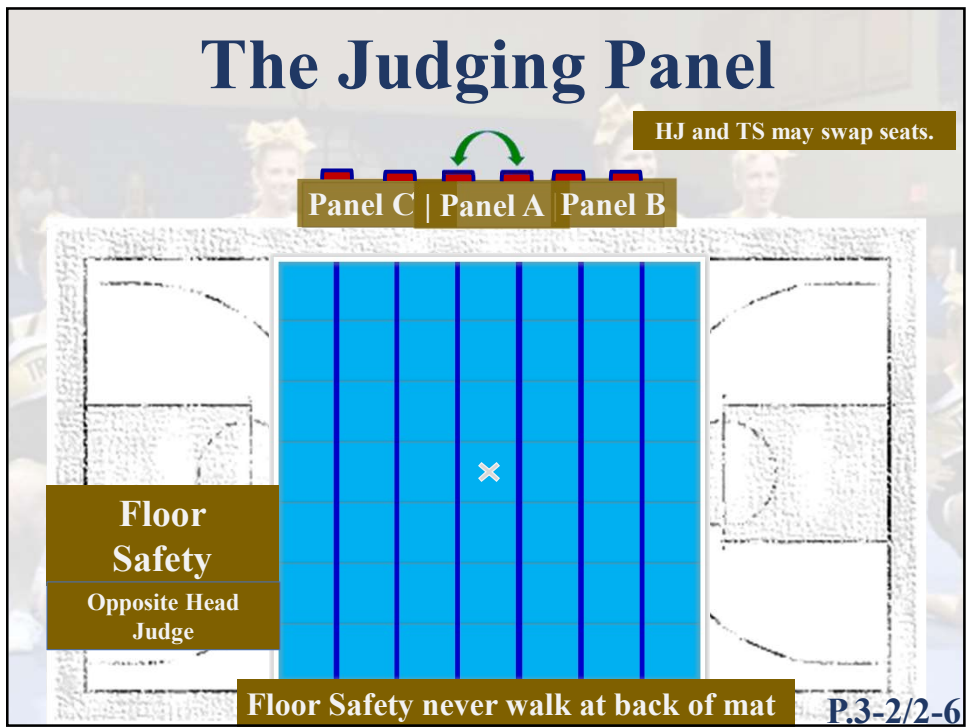
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## The Judging Panel

Panel	Responsible Official	Responsibility and Job
A	Official 1 Official 2	<ul style="list-style-type: none"> <li>Scores jumps, dance, cheer and <b>overall composition</b></li> <li>Assists the Primary Safety Judge in determining violations and deductions</li> </ul>
B	Official 3 Official 4	<ul style="list-style-type: none"> <li>Scores running and standing tumbling</li> </ul>
C	Official 5 Official 6	<ul style="list-style-type: none"> <li>Scores primary partner stunts, secondary partner stunts, and pyramids</li> </ul>
Floor Safety	Official 7	<ul style="list-style-type: none"> <li>Serves as Primary Safety Judge and will confer with Panel A</li> <li>Assist in the counting the number of team members performing jumps, running tumbling, and standing tumbling</li> </ul>

**P.3-2**

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## Checkboxes

Areas for improvement for a team's **execution** (EXE) scores

Each panel should check boxes

Ensure the boxes you check **match** your score

Assist coaches to improve and understand why they are receiving an EXE score

**Checkbox Quick Reference Guide**

**P.5-1**

Areas of EXE Improvement	
Bobbles	<input type="checkbox"/> Flye
Precision	<input type="checkbox"/> Flex
Timing	<input type="checkbox"/> Stable

Areas of EXE Improvement	
Height	<input type="checkbox"/> Form
Dropped Chest	<input type="checkbox"/> Formation
Timing	<input type="checkbox"/> Misses

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# Panel A

## Jumps, Dance, Cheer, ORC

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# Panel A

## Jumps, Dance, Cheer, & ORC



**P.5-3**

GHSA Competition Cheerleading Guide

**Panel A - Jumps/Cheer/Dance/ORC Rubric**

Jumps						
DOD	1	2	3	4	5	6
				Total Team # - 4	Total Team # - 2	Total Team # - 0
	Total Team # - 4		Total Team # - 2		Total Team # - 0	
	Triple combo of 3 different advanced jumps. Must be connected.					
	Total Team # - 2		Total Team # - 0			
	Double combo advanced jumps with variety or triple combo advanced jumps with no variety.					
	Single or non-connected basic jumps.					
EXE	1-2	3-4	5-6	7-8		
	Below average technique, height, synchronization, uniformed arm placement, poor form, and timing missed jumps. Majority dropped chest, bent legs, flared toes, and bad landings.	Average technique, height, synchronization, uniformed arm placement, and form, very little timing off. Very few missed jumps. Minimal dropped chest, flared toes, and bad landings.	Above average technique, height, synchronization, uniformed arm placement, and form, good timing. No missed jumps, minimal dropped chest, flared toes, or bad landings.	Excellent technique, height, synchronization, uniformed arm placement, and form, perfect timing. No missed jumps or dropped chest, all toes pointed, perfect landings.		

Cheer				
DOD	1-2	3	4	5
	Less than majority squad incorporation. Basic transitions, lacking complexity. Sluggish motions, words not said by entire team. Little creativity and lacking visual.	Half squad to full squad incorporation. Intermediate transitions. Majority sharp intermediate advanced motions, words said by most of the team. Moderate creativity and somewhat visual.	Majority to full squad incorporation. Advanced transitions. Sharp advanced motions, words said by entire team. Creative and visual.	Full squad incorporation. Multiple advanced transitions. Very sharp precise advanced motions, words said by entire team. Highly creative and very visual.
EXE	Poor technique, poor timing, sloppy transitions and formations, no volume.	Average technique, good timing, transitions, and formations need very little clean up, low volume.	Above average technique, very good timing, clean transitions and formations, good volume.	Excellent technique, perfect timing, very clean transitions and formations, excellent volume.

Dance				
DOD	1-2	3-4	5-6	7
	Basic motions and transitions. Very few level changes. Lacks energy, little creativity, lacks originality, and lacking visually.	Intermediate motions and transitions. Few level changes. Average energy. Moderate creativity, with some originality and somewhat visual.	Advanced motions, with advanced transitions and several level changes. Very good energy, creative, original, and visual.	Multiple advanced motions with advanced transitions and several level changes. Excellent energy, highly creative and original, very visual.
EXE	Poor technique, poor timing, sloppy transitions, and formations, poor rhythm.	Average technique, good timing, set very clean on transitions and formations, average rhythm.	Above average technique, very good timing, clean transitions, and formations, good rhythm.	Excellent technique, perfect timing, very clean transitions, and formations, excellent rhythm.

Overall Routine Composition				
DOD	1-2	3-4	5-6	7
	Below average overall impression, cleanliness of routine and pacing throughout. 5+ falls or dropped skills. Below average routine layout, choreography with skills and use of floor space. Little to no creative or smooth formations, transitions, no moments of innovative, visual, and intricate choreography. Below average level of energy, excitement, enthusiasm, and	Average overall impression and cleanliness of routine, pacing throughout. 3-4 falls or dropped skills. Average routine layout, choreography with skills and use of floor space. Limited creative or smooth formations, transitions, moments of innovative, visual, and intricate choreography. Average level of energy and excitement. Genuine enthusiasm and showmanship.	Clean routine and good overall impression. Good pacing throughout. 1-2 falls or dropped skills. Solid routine layout and good use of choreography with skills and use of floor space. Some creative or smooth formations and transitions. Some innovative, visual, and intricate choreography. Mid to high level of energy and excitement. Genuine enthusiasm and showmanship.	Very clean routine and excellent overall impression. Excellent pacing throughout. No falls or dropped skills. Solid routine layout and excellent use of choreography with skills and use of floor space. Creative or smooth formations and transitions. Innovative, visual, and intricate choreography. Highest level of energy and excitement. Genuine enthusiasm and showmanship.

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# Jump Definitions

**Combo**

- Connected jumps without a pause in between

**Connected**

- No pause, step

**Variety**

- Jump sequence that involves at least **two** different jumps

**Panel A- P.5-2**

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## Degree of Difficulty (DOD)

To max DOD, entire squad must do **3 different advanced** connected jumps

DOD is **not** determined by jumps connected to tumbling

Tumbling can accompany jumps but will be judged in tumbling, not jumps

Panel A

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## Team Jumps

Perform all jumps together

Ripple or group their jump sequence

- **Same sequence:**  $\frac{1}{2}$  squad can perform 3 connected advanced jumps; when done or almost done, the other  $\frac{1}{2}$  squad can perform the **same three** connected advanced jumps

All jumps must be done in the same combination with the **same jumps**

Panel A

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# Execution

Areas of EXE Improvement			
<input type="checkbox"/> Landings	<input type="checkbox"/> Height	<input type="checkbox"/> Form	<input type="checkbox"/> Synchronized
<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Dropped Chest	<input type="checkbox"/> Formation	<input type="checkbox"/> Arm Placement
<input type="checkbox"/> Straight Legs	<input type="checkbox"/> Timing	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Legs Not Horizontal

Average what the team does as a **whole** - all rows and sides

- The front middle typically have the strongest jumper(s)

Never single out a single jumper or set of jumpers

View the entire team as quickly as possible

**Panel A**

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# Jumps Scoring

EXE	1-2	3-4	5-6	7-8
	Below average technique, height, synchronization, uniformed arm placement, poor form, and timing missed jumps. Majority dropped chest, bent legs, flexed toes, and bad landings	Average technique, height, synchronization, uniformed arm placement, and form, very little timing off. Very few missed jumps. Minimal dropped chest, flexed toes, and bad landings	Above average technique, height, synchronization, uniformed arm placement, and form, good timing. No missed jumps, minimal dropped chest, flexed toes, or bad landings	Excellent technique, height, synchronization, uniformed arm placement, and form, perfect timing. No missed jumps or dropped chest, all toes pointed, perfect landings

**P.5-3**

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## Total Team Minus

Used to determine the DOD in jumps, standing and running tumbling

If the rubric reads...	Then...
Total Team# - 0	All team members must perform the skill.
Total Team# - 2	1 and/or 2 team members are not required to perform the skill.
Total Team# - 4	3 and/or 4 team members are not required to perform the skill.
Total Team# - 6	5 and/or 6 team members are not required to perform the skill.
Total Team# - 8	7 and/or 8 team members are not required to perform the skill.

P.5-1

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## Cheer

### Cheer Requirements

- Minimum of **3** eight counts of cheer with an incorporation(s)
- Entire team must participate in the incorporation to be eligible to receive **maximum** points
- Athletes must say the words
- Cheer words should be distinct and have a high volume

### Cheer Incorporations

- One of the following must be incorporated into the cheer to be eligible to receive maximum points.
  - Jumps, tumbling, stunts, tosses, pyramids, or any combination.
- All squad members can perform different skills such as the combination of jumps, tumbling, stunts, tosses, or pyramids to meet this requirement.

Updated

Panel A – P.5-2

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## Cheer: Tips & Tricks

All team members are expected to cheer to max out DOD  
Incorporations must be included

The type of incorporation does **not** impact the cheer score

Short chants of an 8-count may limit the score

### Consider:

- Sharp motions, synchronizations, pace, and transitions
- Ability to hear the entire squad saying the words, focus on the team saying the words, **not** the fans

Panel A

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## Dance

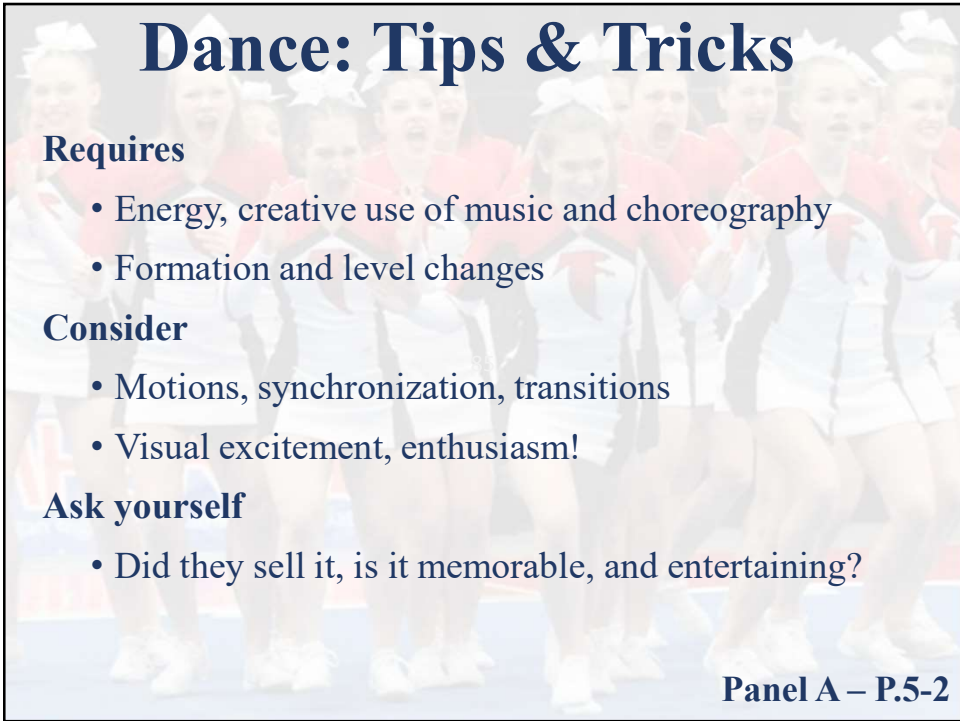
**Everyone** must dance the entire **four (4) eight** counts to receive maximum points

Must have level changes, transitions, footwork, and floor choreography to max out

Lifts and rolls are permitted as part of choreography

Panel A – P.5-2

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## Dance: Tips & Tricks

**Requires**

- Energy, creative use of music and choreography
- Formation and level changes

**Consider**

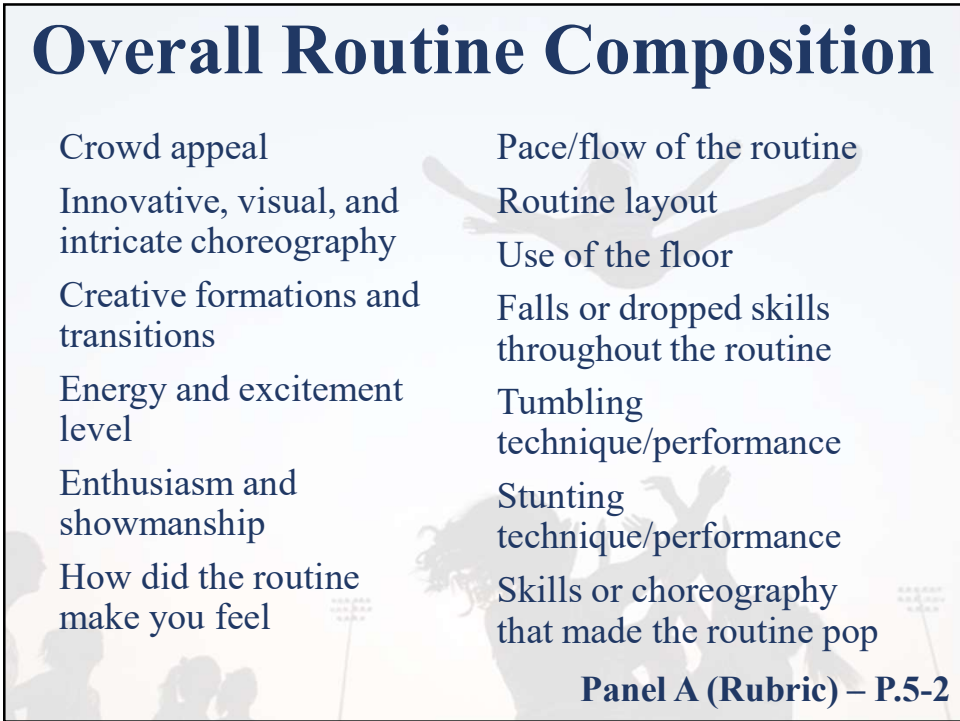
- Motions, synchronization, transitions
- Visual excitement, enthusiasm!

**Ask yourself**

- Did they sell it, is it memorable, and entertaining?

**Panel A – P.5-2**

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## Overall Routine Composition

<p>Crowd appeal</p> <p>Innovative, visual, and intricate choreography</p> <p>Creative formations and transitions</p> <p>Energy and excitement level</p> <p>Enthusiasm and showmanship</p> <p>How did the routine make you feel</p>	<p>Pace/flow of the routine</p> <p>Routine layout</p> <p>Use of the floor</p> <p>Falls or dropped skills throughout the routine</p> <p>Tumbling technique/performance</p> <p>Stunting technique/performance</p> <p>Skills or choreography that made the routine pop</p>
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**Panel A (Rubric) – P.5-2**

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## ORC Scoring

1-2	3-4	5-6	7
<p><b>Below average overall impression, cleanliness of routine and pacing throughout. 5+ falls or dropped skills. Below average routine layout, choreography with skills and use of the floor space. Little to no creative or smooth formations, transitions, no moments of innovative, visual, and intricate choreography. Below average level of energy, excitement, enthusiasm, and showmanship.</b></p>	<p>Average overall impression and cleanliness of routine, pacing throughout. <b>3-4 falls or dropped skills.</b> Average routine layout, choreography with skills and use of floor space. Limited creative or smooth formations, transitions, moments of innovative, visual, and intricate choreography. Average level of energy and excitement, enthusiasm, and showmanship.</p>	<p>Clean routine and good overall impression. Good pacing throughout. <b>1-2 falls or dropped skills.</b> Solid routine layout and good use of choreography with skills and of floor space. Some creative or smooth formations and transitions. Some innovative, visual, and intricate choreography. Mid to high level of energy and excitement. Genuine enthusiasm and showmanship.</p>	<p>Very clean routine and excellent overall impression. Excellent pacing throughout. <b>No falls or dropped skills.</b> Solid routine layout and excellent use of choreography with skills and use of floor space. Creative or smooth formations and transitions. Innovative, visual, and intricate choreography. Highest level of energy and excitement. Genuine enthusiasm and showmanship.</p>

**P.5-3**

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## Panel A

### Jumps, Dance, Cheer, & ORC

- Input Number on Squad
- Decimals of .5 permitted for EXE, Dance, Cheer, ORC
- Sign legibly**
- Checkboxes – areas of improvement

**P.5-4**

2024 Competitive Cheerleading Official's Score Sheet  
Panel A – Jumps/Cheer/Dance/ORC

SCHOOL	NUMBER ON SQUAD	CLASS/REGION	PANEL	
			<b>A</b>	
<b>JUMPS</b>				<b>SCORE</b>
Areas of EXE Improvement				
<input type="checkbox"/> Landings	<input type="checkbox"/> Height	<input type="checkbox"/> Form	<input type="checkbox"/> Synchronized	<b>DOD/ EXE 6</b>
<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Dropped Chest	<input type="checkbox"/> Formation	<input type="checkbox"/> Arm Placement	
<input type="checkbox"/> Straight Legs	<input type="checkbox"/> Timing	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Legs Not Horizontal	<b>EXE 8</b>
				Decimal of .5 permitted
<b>CHEER/CHANT</b>				
Areas of EXE Improvement				
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Add Motions	<input type="checkbox"/> Formations	<input type="checkbox"/> Synchronization	<b>DOD/ EXE 5</b>
<input type="checkbox"/> Transitions	<input type="checkbox"/> Projection	<input type="checkbox"/> Energy	<input type="checkbox"/> Involve Total Team	
<input type="checkbox"/> Sharpness	<input type="checkbox"/> Volume	<input type="checkbox"/> Say Words	<input type="checkbox"/> Needs More Counts	<b>EXE 5</b>
<input type="checkbox"/> Pace	<input type="checkbox"/> Timing	<input type="checkbox"/> No Incorporations	<input type="checkbox"/> Partial Incorporations	Decimal of .5 permitted
<b>DANCE</b>				
Areas of EXE Improvement				
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Rhythm	<input type="checkbox"/> Motions	<input type="checkbox"/> Synchronization	<b>DOD/ EXE 7</b>
<input type="checkbox"/> Formations	<input type="checkbox"/> Choreography	<input type="checkbox"/> Pace	<input type="checkbox"/> Needs More Counts	
<input type="checkbox"/> Energy	<input type="checkbox"/> Transitions	<input type="checkbox"/> Level Changes	<input type="checkbox"/> Knowledge of routine	<b>EXE 7</b>
<input type="checkbox"/> Showmanship	<input type="checkbox"/> Intricacy	<input type="checkbox"/> Involve Total Team		Decimal of .5 permitted
<b>OVERALL ROUTINE COMPOSITION</b>				
Areas of EXE Improvement				
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Clean up	<input type="checkbox"/> Use of floor	<input type="checkbox"/> Synchronization	<b>EXE 7</b>
<input type="checkbox"/> Crowd appeal	<input type="checkbox"/> Flow/Pace	<input type="checkbox"/> Variations	<input type="checkbox"/> Intricate choreography	
<input type="checkbox"/> Transitions	<input type="checkbox"/> Innovative	<input type="checkbox"/> Formations	<input type="checkbox"/> Structure layout of routine	<b>EXE 7</b>
<input type="checkbox"/> Showmanship	<input type="checkbox"/> Energy	<input type="checkbox"/> Enthusiasm	<input type="checkbox"/> Falls or Dropped Skills	Decimal of .5 permitted
<input type="checkbox"/> Tumbling Technique Performance	<input type="checkbox"/> Stunting Technique Performance			
<b>SUBTOTAL SCORE</b>				
LEGIBLY SIGN YOUR FULL NAME				
<b>OFFICIAL 1 SIGNATURE</b>		<b>OFFICIAL 2 SIGNATURE</b>		

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<h1>Panel B</h1> <h2>Running &amp; Standing Tumbling</h2>		GHSA Competition Cheerleading Guide					
		Panel B - Standing/Running Tumbling Rubric					
<b>Standing Tumbling</b>							
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	
	Forward rolls, back extensions rolls, standing cartwheels.			Total Team # - 6 Tucks or handspring tucks or handsprings to layouts including 1 standing series to full standing fall.	Total Team # - 4 including 2 standing series to full standing fall(s).	Total Team # - 2 including 3 or more standing series to full standing fall(s).	
				Total Team # - 4 Tucks and/or handspring tucks or handsprings to layouts.	Total Team # - 2		
		Less than majority Handsprings, Tucks or handspring tucks or higher skill.	Majority Handsprings, Tucks or handspring tucks or higher skill.	Total Team # - 0 Handsprings			
<b>EXE</b>	<b>1-2</b>	<b>3-4</b>		<b>5-6</b>		<b>7-8</b>	
	Poor form, technique, timing, synchronization, and precision. Majority bent legs/body	Average form, technique, timing, synchronization, and precision. Multiple bent legs/body		Above average form, technique, timing, synchronization, and precision. Minimal bent legs/body		Perfect form, excellent technique, timing, synchronization, and precision. No bent legs/body	
	3 or more falls or missed tumbling; majority athletes taking a step on landings; multiple/majority or more hands-down	1-2 falls or missed tumbling; half of athletes taking a step on landings; multiple-to-few hands-down		0-1 falls or missed tumbling; 2-4 athletes taking a step on landings; a few to minimal hands-down		0 falls or missed tumbling; 0-1 athlete taking a step on landing; minimal to no hands-down	
<b>Running Tumbling</b>							
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	
	Running cartwheels and round-offs.			Total Team # - 6 Round off tucks or handspring tucks or layouts including 1 full.	Total Team # - 4 including 2-3 falls.	Total Team # - 2 including 4 or more falls	
		Total Team # - 6	Total Team # - 4	Total Team # - 2	Total Team # - 0		
		Total Team # - 8	Total Team # - 6	Total Team # - 4	Total Team # - 2		
		Less than majority Round off handsprings, limited tucks.	Majority Round off handsprings, limited tucks.				
<b>EXE</b>	<b>1-2</b>	<b>3-4</b>		<b>5-6</b>		<b>7-8</b>	
	Poor form, technique, timing, synchronization, and precision. Majority bent legs/body	Average form, technique, timing, synchronization, and precision. Multiple bent legs/body		Above average form, technique, timing, synchronization, and precision. Minimal bent legs/body		Perfect form, excellent technique, timing, synchronization, and precision. No bent legs/body	
	3 or more falls or missed tumbling; majority athletes taking a step on landings; multiple/majority or	1-2 falls or missed tumbling; half of athletes taking a step on landings; multiple-to-few hands-		0-1 falls or missed tumbling; 2-4 athletes taking a step on landings; a few to minimal hands-down		0 falls or missed tumbling; 0-1 athlete taking a step on landing; minimal to no hands-down	

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## Standing vs. Running

### Standing Tumbling

Tumbling skill or series of skills performed from a standing position **without any previous** forward momentum.

Any number of steps **backward** prior to execution of tumbling skill(s) is defined as standing tumbling.

VS.

### Running Tumbling

Tumbling skill that is performed with a running start and/or involves a step or hurdle used to **gain momentum** as an entry to another skill.

Any type of **forward** momentum/movement prior to execution of the tumbling skill(s) is defined as running tumbling.

Source: usasf.net

**Panel B – P.5-5**

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## Tumbling Entries

Watch the entry into the skill

**Cartwheel:** Standing tumbling because that is what initiates the skill

**Round-off:** Running tumbling because of the momentum it generates

A step hurdle into a cartwheel is **running tumbling**

**Panel B – P.5-5**

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## Specialty Passes

Running tumbling that contains skills from the following during the pass.

- Contains possibly: whips, Arabians, front walk-over, aerial, or punch front.
- Ends: A tuck or higher

**Panel B – P.5-5**

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## Majority

Term	Description
<b>Majority</b>	<p>51% or more of the team members execute a required skill. Half of the team plus one.</p> <ul style="list-style-type: none"> <li>• 15 members would need 8 members completing the skill to fall in the majority range</li> </ul>
<b>Less than majority</b>	<p>50% or fewer of the team members execute a required skill. Half the team or less.</p> <ul style="list-style-type: none"> <li>• A team of 15 members have 7 members complete a skill, then they would fall in the less than majority range</li> </ul>

**P.5-1**

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## Total Team Minus

Used to determine the DOD in jumps, standing and running tumbling

If the rubric reads...	Then...
Total Team# - 0	All team members must perform the skill.
Total Team# - 2	1 and/or 2 team members are not required to perform the skill.
Total Team# - 4	3 and/or 4 team members are not required to perform the skill.
Total Team# - 6	5 and/or 6 team members are not required to perform the skill.
Total Team# - 8	7 and/or 8 team members are not required to perform the skill.

**P.5-1**

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## Running Tumbling DOD 6

The entire team minus 2 must tumble doing round-off tuck or **higher**

The team must perform at least **4** fulls

- Athletes throwing the fulls can also perform the lower skill
- Two team members executing **2** fulls in one pass will count as a total of **4** fulls

**Panel B – P.5-6/7**

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## DOD: Standing Tumbling

Look for the highest skill the team executes **as a group**.

### DOD of 3

- Majority (51% or more) performs handsprings, tucks, handspring tucks, or higher

### DOD of 2

- Less than Majority (50% or fewer) performs handsprings, tucks, handspring tucks, or higher

### DOD of 1

- A team who has a couple of people execute a roll or cartwheel, can still score a 1, **not 0**

**Panel B**

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## DOD Tips & Tricks

Tumbling is **not** cumulative, needs to be shown in **same** sections of the routine

Know the tumbling skills when performed

Split the mat with your partner front/back or left/right side of mat ensure you know the skills performed by the squad

- Ensure both officials are aware of EXE when splitting the mat

Decide with your partner prior to the competition who will look for repeat tumblers

- Teams will recycle

**Panel B**

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## DOD Tips & Tricks

Keep an eye on the back row and corners for hoppers on standing tumbling

Create your own code for the tumbling skills:

- BT=Back Tuck
- S- ROBHST=Squad Round Off Back Handsprings Tucks

Count tumblers during the running tumbling section; watch for team members on the sides not tumbling

- **Floor Safety** will assist with the counting; at times, may be able to confirm the skill

**Panel B**

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## DOD Tips & Tricks, *continued*

**After the routine:** First you, your partner and the floor safety determine how many did **not** tumble

Determine the highest-level skill, then use the rubric to identify DOD

If an athlete performs a higher-level skill, then that athlete can also perform the lower-level skill

- **Example:** If an athlete performs a round off back handspring full, then assume the athlete can also perform a round off back handspring tuck or layout

**Panel B**

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## EXE Tips & Tricks

Execution score is based on all tumbling throughout the entire routine

Weak performers are typically in the back or hidden on the side

Determine if one person writes the skills down while the other watches and communicates to the other

Talk with your partner, review notes to determine EXE

Make sure you check the boxes on the score sheet to match your score

**Panel B**

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## Tumbling Execution

Based on all tumbling throughout the entire routine

Form to look for:

- Bent legs
- Bent elbows
- Steps on landings
- Hands down
- Height on tumbling – whip over vs. setting up
- Legs apart
- Landing short
- Timing off

Hands down in tumbling is **not** a fall - Hands down is only deducted from the execution score

Difficulty does not equal execution!

**Panel B – P.5-5/7**

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## Tumbling Scoring

EXE	1-2	3-4	5-6	7-8
	Poor form, technique, timing, synchronization, and precision. Majority bent legs/body	Average form, technique, timing, synchronization, and precision. Multiple bent legs/body	Above average form, technique, timing, synchronization, and precision. Minimal bent legs/body	Perfect form, excellent technique, timing, synchronization, and precision. No bent legs/body
	3 or more falls or missed tumbling; majority athletes taking a step on landings; multiple/majority or more hands-down	1-2 falls or missed tumbling; half of athletes taking a step on landings; multiple-to-few hands-down	0-1 falls or missed tumbling; 2-4 athletes taking a step on landings; a few to minimal hands-down	0 falls or missed tumbling; 0-1 athlete taking a step on landing; minimal to no hands-down

**P.5-7**

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## Panel B

### Running & Standing Tumbling

Input Number on Squad

Checkboxes – areas of improvement

**Sign legibly**

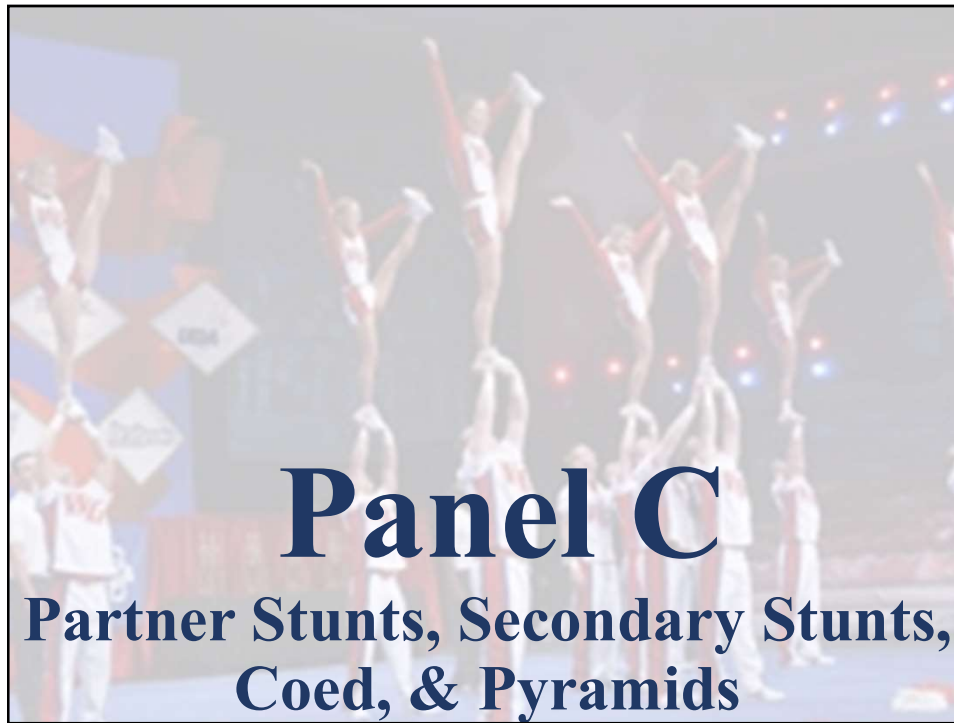
Decimals of .5 permitted for EXE

**P.5-8**

2024 Competitive Cheerleading Official's Score Sheet  
Panel B - Standing/Running Tumbling

SCHOOL	NUMBER ON SQUAD	CLASS/REGION	PANEL
			<b>B</b>
<b>STANDING TUMBLING</b>			
Areas of EXE Improvement			SCORE
<input type="checkbox"/> Technique	<input type="checkbox"/> Landings	<input type="checkbox"/> Form/Stability	<input type="checkbox"/> Timing
<input type="checkbox"/> Choreography	<input type="checkbox"/> Precision	<input type="checkbox"/> Straighten Legs	<input type="checkbox"/> Hands Down
<input type="checkbox"/> Synchronization	<input type="checkbox"/> Formation Spacing	<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Multiple Steps
<input type="checkbox"/> Height	<input type="checkbox"/> Legs Together	<input type="checkbox"/> Falls	
			DOD 6
			EXE 8 <small>Decimal of .5 permitted</small>
<b>RUNNING TUMBLING</b>			
Areas of EXE Improvement			SCORE
<input type="checkbox"/> Technique	<input type="checkbox"/> Landings	<input type="checkbox"/> Form/Stability	<input type="checkbox"/> Timing
<input type="checkbox"/> Choreography	<input type="checkbox"/> Precision	<input type="checkbox"/> Straighten Legs	<input type="checkbox"/> Hands Down
<input type="checkbox"/> Synchronization	<input type="checkbox"/> Formation Spacing	<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Multiple Steps
<input type="checkbox"/> Height	<input type="checkbox"/> Legs Together	<input type="checkbox"/> Falls	<input type="checkbox"/> Use of Floor
			DOD 6
			EXE 8 <small>Decimal of .5 permitted</small>
<b>SUBTOTAL SCORE</b>			
LEGIBLY SIGN YOUR FULL NAME			
OFFICIAL 3 SIGNATURE		OFFICIAL 4 SIGNATURE	


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## Panel C

### Primary-Secondary-Coed Stunts



**P.5-16**

Update

GHSA Competition Cheerleading Guide  
Panel C – Partner Stunts Rubric

Primary Partner Stunts								
DOD	1	2	3	4	5	6	7	8
	2 Total Groups Less than majority squad/basic dismounts	3 Total Groups Squad intermediate dismounts	4 Total Groups Must include 1 basic skill plus 2 body positions	5 Total Groups Squad majority advanced dismounts	6 Total Groups Majority squad advanced dismounts	7 Total Groups Squad advanced dismounts	8 Total Groups Must include 3 advanced skills to the extended position plus 3 body positions executed at extended position	9 Total Groups Squad advanced dismounts
	1-2 Total Groups Must include 1 basic skill to prep level or higher plus 1 body position	3-4 Total Groups Must include 1 basic skill with limited or no body positions	5 Total Groups Squad intermediate dismounts	6 Total Groups Squad majority advanced dismounts	7 Total Groups Must include 2 advanced skills to the extended position plus 2 body positions executed at extended position	8 Total Groups Squad advanced dismounts	9 Total Groups Squad advanced dismounts	10 Total Groups Squad advanced dismounts
EXE	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
	Poor technique and timing, poor synchronization, poor dismount, lacks flexibility of body positions, poor precision 3 or more dropped stunts, 1-2 bobbles, falls, or missed stunts. Lots of stunt movement	Average technique, good timing and synchronization, not very clean dismounts, average flexibility of body positions, average fair precision 1-2 dropped stunts, 4-6 bobbles, multiple falls, or missed stunts. Some stunt movement	Above average technique, timing, and synchronization, very good precision, very clean dismounts, above average flexibility of body positions, average fair precision 0-1 dropped stunts, 3-4 bobbles, minimal falls, or missed stunts. Minimal stunt movement	Excellent technique, timing, synchronization, and precision; perfect flexibility of body positions, majority perfectly clean dismounts 0 dropped stunts, 1-2 bobbles, no falls or missed stunts. Minimal to no stunt movement				
Secondary Stunts/ Tosses								
DOD	1	2	3	4	5			
	1 Total Group extended single leg	2 Total Groups extended single leg	3 Total Groups extended single leg	4 Total Groups extended single leg	5 Total Groups extended single leg			
	1-1 Total Groups double leg extended	2-2 Total Groups double leg extended	3-3 Total Groups double leg extended	4-4 Total Groups double leg extended	5-5 Total Groups double leg extended			
	1-1 Total Groups prep-level	2-2 Total Groups prep-level	3-3 Total Groups prep-level	4-4 Total Groups prep-level	5-5 Total Groups prep-level			
	1 Total Group intermediate tosses	2 Total Groups intermediate tosses	3 Total Groups intermediate tosses	4 Total Groups intermediate tosses	5 Total Groups intermediate tosses			
	1-1 Total Groups basic tosses	2-2 Total Groups basic tosses	3-3 Total Groups basic tosses	4-4 Total Groups basic tosses	5-5 Total Groups basic tosses			
DOD COED Secondary Stunts								
The team must execute the required number of coed stunt groups to receive the points in the category below.								
1	2	3	4	5				
Assisted or unassisted to hands/prop level.	Assisted or unassisted to hands/prop level. Then assisted or unassisted extension.	Unassisted to hands/prop level. Then assisted or unassisted extended single leg/one-arm skill. OR: Fully unassisted completed to extended double-leg position.	Fully unassisted completed to the extended position. Then assisted to extended single leg/one-arm skill.	Fully unassisted completed to the extended position. Then unassisted extended single leg/one-arm skill. Can first directly to extended single leg/one-arm skill.				
EXE	1	2-3	4-5	6				
	Poor technique and timing, poor synchronization, poor dismount, lacks flexibility of body positions, poor precision 3 or more dropped stunts, 1-2 bobbles, falls, or missed stunts. Lots of stunt movement	Average technique, good timing and synchronization, not very clean dismounts, average flexibility of body positions, average fair precision 1-2 dropped stunts, 4-6 bobbles, multiple falls, or missed stunts. Some stunt movement	Above average technique, timing, and synchronization, very good precision, very clean dismounts, above average flexibility of body positions 0-1 dropped stunts, 3-4 bobbles, minimal falls, or missed stunts	Excellent technique, timing, synchronization, and precision; perfect flexibility of body positions, majority perfectly clean dismounts 0 dropped stunts, 1-2 bobbles, no falls or missed stunts. Minimal to no stunt movement				

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## Definitions

Term	Description
<b>Fall</b>	A body part, other than the sole of the shoe, coming into contact with the performance surface during the execution of a stunt/skill. Falling to the floor with a body part landing on the floor such as hands, knees, legs, back, head, rear, elbow, and so on. <ul style="list-style-type: none"> <li>• A stunt group falling to the floor will count as 1 fall.</li> </ul>
<b>Drop</b>	A stunt/skill being attempted that comes down early. It may then be put up again; however, it is clear to the officials that the stunt was not executed as intended.
<b>Missed Stunt</b>	A skill is attempted but does not hit the appropriate position or height as the other stunts. <ul style="list-style-type: none"> <li>• Failure to hit a heel stretch and instead remaining in a platform or liberty.</li> </ul>
<b>Bobble</b>	When a flyer hits a stunt/skill and wobbles, shakes, swings their arms; but the stunt remains in the air.

**Panel C – P.5-9**

45

## Definitions

Term	Description
<b>True Full up</b>	Bases remain stationary and flyer rotates 360° and back spot stays behind the flyer.
<b>Stunt Movement</b>	When a stunt is moved due to an unintended and un-choreographed shift or adjustment by the bases(s).
<b>Structure</b>	A place in a pyramid when flyers connect (hand-hand or hand-foot) and pause to show a defined position. This is also known as a picture.
<b>Extended Stunt/ Position</b>	The supporting hand(s) of the base(s) is/are above the head. <i>(Source: NFHS)</i>

**Panel C – P.5-9**

46

## Intended Height

Give credit for stunts that go to the intended height of the stunts

Stunts that do not go to the intended height **will affect** the scoring of the DOD

- In Primary and Secondary Stunts as well as Pyramids

Panel C – P.5-9

47

## Partner Stunts / Tosses

All groups must **demonstrate stability** at the extended point of the executed stunt

- Cannot be a show & go style execution
- Secondary stunt must be held for at least **four (4) counts** once it reaches the intended height
- All stunts must have the required spotters and bases
- Specific dismounts are not necessary in secondary stunts, only primary stunts

**Both all-girl and coed squads can do baskets to score secondary stunt point**

Panel C – P.5-10

48



## Stunt Skills

**All groups** must perform the same skill(s) to receive credit

A squad who performs the **same** skill multiple times will only count as **one** skill

- A full up from load and a full up from straddle position will count as **one** advanced skill. The full up is the **repeated** skill

In a released skill, if it not released, then it is not considered an advanced skill

A combination skill receives credit for only one skill. A combination skill is two (2) or more skills performed at the same time

**Panel C – P.5-11/16**

49

	Basic	Intermediate	Advanced
<b>Stunt Skills</b>	Prep level stunts	Faux full-up to extended position	True full-up (cross-leg/traditional grip) to extended position
	Half-up to prep	True full-up (cross-leg/traditional grip) to prep level	Ball-up (legal version) to extended position
	Straight-up stunt to prep level (single or double leg)	Half-up to extended position	Switch-up to extended position
		Switch-up to prep level	Inversion to extended position
	Double leg extension	Inversion from below prep level to prep level	Unbraced tick-tock (low-to-high) to extended position
		Inversion from prep level to prep level	Quick toss to the extended position
		Quick toss to prep level	High-to-high extended
		Ball-up, tick-tock, or low-to-high to prep level	1 ¼ full up to extended position
		1 ¼ full up to prep level	
		Straight up single leg extension	
	Non-released ball-up, tick-tock, or low-to-high to extended position		

**Panel C – P.5-11**

50

**Body Positions/Flexibility**

Update

Body Positions	Non-Body Position
Stretch (Side/Front)	Liberty
Bow & Arrow	Torch
Scale	Dangle/Platform
Scorpion	
Chin Chin/Cry Baby	
Needle	
Cobra/Paper Clip	
Arabesque	
Free Stretch (hands out)	

A front and side stretch counts as **only** one body position.  
 No longer considered two different positions.

**Panel C – P.5-11**

51

## Dismounts

Dismount	Possible DOD
Advanced	5-8
Intermediate	3-4
Basic	2
No dismounts	1-2

Dismounts only count in primary stunts

The fastest way to find DOD is using the dismount, then the skills

Basic: Straight cradles from any skill/level

**Panel C – P.5-12/16**

52

## DOD Tips & Tricks

### Don't hit it, can't get it

DOD is based on Total Groups for the primary or secondary stunt

Tosses count as secondary stunts for **both** all-girl and coed

Watch hand placements and stunt set ups to determine if it will be an advanced skill versus intermediate or basic

Look for the elimination of specific skills as you read the rubric

Split the floor with your pyramid partner. It is easier to divide and score correctly

**Panel C**

53

## DOD Tips & Tricks, *continued*

A team who only puts up 3 stunt groups, cannot max out with a score of 8

Stunts that do not go to the intended height of the stunt are not given full credit

Start at the top DOD and subtract what you see and use the number of groups

Bobbles, timing, sloppy, stunt movement – **come off in EXE**

Make notes of execution or check boxes as you judge to make sure to give more accurate execution scores

**Panel C**

54

## DOD Tips & Tricks, *continued*

Primary stunts **require** dismounts in higher DODs

Secondary stunts do **not** require a dismount

What body position and how many are pulled?

- 3 body positions while extended range is 5-8 DOD
- 2 body positions can range from 3-6 DOD

Primary stunts:

- If 4 groups, you start at 8 DOD and work from there
- If 3 groups, you start at 7 DOD
- If 2 groups, start at 5 DOD

**Panel C**

55

## Coed Stunt

A coed squad consists of both males and females, or individuals of the opposite sex

A male serves as the primary base (group of 3)

Coed group of 3 includes male as primary base of support with a spotter and flyer

A female cannot be the base of primary support

**Panel C – P.5-13**

56

## Scoring Coed Stunts

Its own section on the scoresheet

Can score up to an **extra 5-points** provided the team executes the **required** skills with the required number of coed stunt groups based upon the number of males on the team

Coed stunts can occur at any part of the routine, either with the squad secondary stunts or separately. Coed stunts will receive their own DOD

EXE is **cumulative** for all secondary stunts including Coed stunts

To receive higher than a 1 they must extend the stunt

**Panel C – P.5-13**

57

## Coed: Assisted vs. Unassisted

Level	Description
<b>Assisted</b>	Any contact made to the stunt by any other member of the team. If another member touches the stunt prior to <b>clearly</b> hitting the intended position, then it is assisted.
<b>Unassisted</b>	Stunt completed by only one person and without the help of any other team member. A stunt must hit at the intended position without any assistance or contact to receive full credit.

**Panel C – P.5-13**

58

## Coed Stunt Groups

Number of Males on a Team	Number of Coed Stunts to Execute
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5

**Panel C – P.5-13**

59

## Coed DOD - Examples

DOD	A Coed team performs...
5	<ul style="list-style-type: none"> <li>Walk in or toss to a single leg extended stunt with no assistance or performs it exactly the way it is stated in the rubric.</li> <li>Unassisted extensions to the top, not stopping at prep first, then transition to an unassisted extended one-arm cupie.</li> <li>A toss to a one-arm cupie or directly to an extended single-leg stunt with no assistance.</li> </ul>
4	<ul style="list-style-type: none"> <li>A toss to an unassisted extension, then is assisted to a single-leg stunt.</li> </ul>
3	<ul style="list-style-type: none"> <li>Unassisted to prep, then transition to an assisted extended one-arm cupie or single leg.</li> <li>Walk in or toss to prep with no assistance, then assisted to a single leg.</li> <li>Toss to an unassisted extended double leg.</li> </ul>
2	<ul style="list-style-type: none"> <li>An unassisted toss to hands, then assisted to an extension.</li> <li>An assisted toss to hands, then assisted to an extension.</li> </ul>
1	<ul style="list-style-type: none"> <li>an assisted toss to hands. Under the 1 DOD, everything can be assisted.</li> <li>to receive higher than a 1 they must extend the stunt</li> </ul>

**Update Panel C – P.5-14**

60

## Coed – Scoring Zero

A team does not execute the number of required male stunts

- The number of required stunts from male athletes on a team **does not fulfill** the requirements of the rubric of assisted or unassisted to hands/prep level

A team with 1 male athlete is unable to:

- Perform the day of competition
- His stunt group does not fulfill the requirement of the rubric
- The stunt does not hit

The male athletes drop all required stunts that day

**Panel C – P.5-14**

61

## DOD Coed Secondary Stunts

**The team must execute the required number of coed stunt groups to receive the points in the category below.**

1	2	3	4	5
Assisted or unassisted to hands/prep level.	Assisted or unassisted to hands/prep level. <b>Then</b> assisted or unassisted extension.	Unassisted to hands/prep level. <b>Then</b> assisted or unassisted extended single leg/one-arm skill. <b>OR</b> Fully unassisted completed to extended double-leg position.	Fully unassisted completed to the extended position. <b>Then</b> assisted to extended single leg/one-arm skill.	Fully unassisted completed to the extended position, then unassisted extended single leg/one-arm skill. <b>Can toss directly to extended single leg/one-arm skill.</b>

**Update**

Cupie is an example of **one/arm stunt**

One/arm stunt does not mean that the male must hold a single leg extended stunt with one arm

**Panel C – P.5-14/16**

62

## Coed DOD Tips & Tricks

Coed teams are required to demonstrate single based coed stunts at any point during the routine

Coed stunts can be up to 5-extra points

Max DOD:

- The required number of male athletes must **first** execute to **the extended position** without assistance before going to single leg
- Coed stunts can go straight to a harder skill as long as it is unassisted

**Panel C**

63

## Panel C Scoring

- Any release skill to the extended position that is not fully released is considered an intermediate skill. (P. 5-11)
- A suspended roll (**intermediate skill**) is when the hand is in contact with someone with both feet on the performing surface. (P. 5-15)
- Coed: 3 points added - **OR Fully unassisted completed to extended double-leg position.** (P. 5-16)

64



# Stunting Execution


**Form to watch for:**

- No Drops
- Bobbles
- Missed stunts
- Timing
- Flexibility
- Balance checks
- Stunt movement (**walking the stunt**)

Even if DOD is 0, score based on overall EXE during secondary stunt

**Panel C**

65



## Panel C Pyramids

GHSA Competition Cheerleading Guide  
Panel C - Pyramids Rubric

Pyramids								
DOD	1	2	3	4	5	6	7	8
	Basic pyramid that includes		Intermediate pyramid that includes		Advanced Pyramid that includes		Highly advanced pyramid that includes	
	1 structure with 2 or more structures with	2 or more basic skills to the prep level position or above, lacking complexity Synchronized flyers not required	1 or more structures with 2 or more intermediate skills to the prep level position or above Synchronized flyers not required	2 or more structures with 3 or more intermediate skills performed to the prep level position performed by 2 or more synchronized flyers	2 or more structures with 3 or more advanced skills performed with 2 flyers 1 of the 2 skills being executed to the extended position by 2 or more synchronized flyers	3 or more structures with 2 of the 2 skills being executed to the extended position all performed by 2 or more synchronized flyers	3 or more structures with 2 of the 3 skills being executed to the extended position all performed by 2 or more synchronized flyers	4 or more structures with 4 advanced skills with 2 of the 4 skills being executed to the extended position all performed by 2 or more synchronized flyers
	1 structure with 2 or more structures with	2 or more basic skills to the prep level position or above, lacking complexity Synchronized flyers not required	1 or more structures with 2 or more intermediate skills to the prep level position or above Synchronized flyers not required	2 or more structures with 3 or more intermediate skills performed to the prep level position performed by 2 or more synchronized flyers	2 or more structures with 3 or more advanced skills performed with 2 flyers 1 of the 2 skills being executed to the extended position by 2 or more synchronized flyers	3 or more structures with 2 of the 2 skills being executed to the extended position all performed by 2 or more synchronized flyers	3 or more structures with 2 of the 3 skills being executed to the extended position all performed by 2 or more synchronized flyers	4 or more structures with 4 advanced skills with 2 of the 4 skills being executed to the extended position all performed by 2 or more synchronized flyers
	1 structure with 2 or more structures with	2 or more basic skills to the prep level position or above, lacking complexity Synchronized flyers not required	1 or more structures with 2 or more intermediate skills to the prep level position or above Synchronized flyers not required	2 or more structures with 3 or more intermediate skills performed to the prep level position performed by 2 or more synchronized flyers	2 or more structures with 3 or more advanced skills performed with 2 flyers 1 of the 2 skills being executed to the extended position by 2 or more synchronized flyers	3 or more structures with 2 of the 2 skills being executed to the extended position all performed by 2 or more synchronized flyers	3 or more structures with 2 of the 3 skills being executed to the extended position all performed by 2 or more synchronized flyers	4 or more structures with 4 advanced skills with 2 of the 4 skills being executed to the extended position all performed by 2 or more synchronized flyers
EXE	1-2		3-5		6-8		9-10	
	Poor technique and timing, poor synchronization, poor dismount, lacks flexibility of body positions, poor precision. Poor transitions		Average technique, good timing and synchronization, not very clean dismount, average flexibility of body positions, average fair precision. Not very clean transitions		Above average technique, timing, and synchronization, very good precision, very clean dismount, above average flexibility of body positions		Excellent technique, timing, synchronization, and precision, perfect flexibility of body positions, majority perfectly clean dismounts	
	3 or more dropped stunts, 7+ bobbles, falls, or missed stunts. Lots of stunt movement.		1-2 dropped stunts, 5-6 bobbles, multiple falls, or missed stunts. Some stunt movement		0-1 dropped stunts, 3-4 bobbles, minimal falls, or missed stunts. Minimal stunt movement		0 dropped stunts, 1-2 bobbles, no falls or missed stunts. Minimal to no stunt movement.	

**Update**

**P.5-17**

66

# Pyramid Skills

**All synchronized groups** must perform the same skill(s) to receive credit

A squad who performs the **same** skill multiple times will only count as one skill

Pyramid is scored based on skills

Transitions are skills in pyramids

**Panel C – P.5-15**

67

## Panel C Pyramid

Point Value	Wording Additions/Updates
<b>2</b>	<b>OR 1</b> intermediate skill to the prep level position or above Synchronized flyers not required
<b>3</b>	<b>2 or more</b> intermediate skills to the prep level position or above Synchronized flyers not required
<b>5</b>	2 advanced skills performed with 2 flyers 1 of the 2 skills being executed to the extended position by 2 or more synchronized flyers

**P.5-17**

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## Pyramid Execution

### Look for:

- Missed elements
- Timing
- Drops
- Bobbles
- Stunt movement
- Synchronization
- Clean transitions
- Flow
- Flexibility

**Panel C – P.5-18**

69

## Pyramid Tips & Tricks

An advanced pyramid will contain advanced skills such as switch ups, full ups, and quick loads to name a few

If one or both sides of the pyramid do not reach the intended height, you must reflect that in the DOD

Dismounts are not weighed when scoring pyramids

**Panel C**

70

Score	Structures	Skills	Flyer	Sync Flyers	P Y D O D  P.5-17
8	4+	4 Adv	2 Ext	Yes	
7	3+	3 Adv	2 Ext	Yes	
6	3+	2 Adv	2 Ext	Yes	
5	2+	2 Adv	1 Ext	Yes	
		3 Adv	2 Ext	No	
4	2+	3 Int	3 Prep	Yes	
		2 Adv	1 Ext	No	
3	1+	1-2 Int	1-2 Prep	No	
		1 Adv	1 Ext	No	
2	2+	2 Bas	2 Prep	No	
		1 Int	2 Prep	No	
1	1	1 Bas	1 Prep	No	

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# Panel C

## Primary- Secondary Stunts & Pyramids

Input Number on Squad

**Sign legibly**

Decimals of .5 permitted for EXE

Checkboxes – areas of improvement

## P.5-18

2024 Competitive Cheerleading Official's Score Sheet  
Panel C - Partner Stunts/Pyramids

SCHOOL	NUMBER ON SQUAD	CLASS/ REGION	PANEL
			<b>C</b>
<b>PRIMARY PARTNER STUNTS</b>			
Areas of EXE Improvement			SCORE
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Formations
<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Precision	<input type="checkbox"/> Flexibility	<input type="checkbox"/> Synchronization
<input type="checkbox"/> Cleanup Dismounts	<input type="checkbox"/> Timing	<input type="checkbox"/> Stability	<input type="checkbox"/> Falls
<input type="checkbox"/> Missed Dismounts	<input type="checkbox"/> Stunt Movement	<input type="checkbox"/> Stunt Technique	
			DOD 8
			EXE 10 <small>Decimal of .5 permitted</small>
<b>SECONDARY STUNTS/ TOSSES/COED</b>			
Areas of EXE Improvement			
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Formations
<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Precision	<input type="checkbox"/> Flexibility	<input type="checkbox"/> Synchronization
<input type="checkbox"/> Cleanup Dismounts	<input type="checkbox"/> Timing	<input type="checkbox"/> Stability	<input type="checkbox"/> Falls
<input type="checkbox"/> Toss Technique	<input type="checkbox"/> Toss Height	<input type="checkbox"/> Stunt Movement	<input type="checkbox"/> Stunt Technique
<input type="checkbox"/> Did not meet coed requirements			<input type="checkbox"/> Coed Technique
			SQUAD DOD 5
			EXE 6 <small>Decimal of .5 permitted</small>
			COED DOD 5
<b>PYRAMIDS</b>			
Areas of EXE Improvement			
<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Flow	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Synchronized
<input type="checkbox"/> Precision	<input type="checkbox"/> Missed Elements	<input type="checkbox"/> Cleanup Releases	<input type="checkbox"/> Timing
<input type="checkbox"/> Drops	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Pace	<input type="checkbox"/> Connections
<input type="checkbox"/> Stability	<input type="checkbox"/> Falls	<input type="checkbox"/> Stunt Movement	<input type="checkbox"/> Stunt Technique
			DOD 8
			EXE 10 <small>Decimal of .5 permitted</small>
<b>SUBTOTAL SCORE</b>			
LEGIBLY SIGN YOUR FULL NAME			
OFFICIAL 5 SIGNATURE		OFFICIAL 6 SIGNATURE	

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## Score Sheet

Work with your partner to determine  
DOD & Execution

Focus on your category, but pay  
attention to full routine

Score in blue or black ink

Make sure your scores can be read

Make sure your whole name is legible

If you make a mistake, initial it, strike  
**once** through the score and write in the  
new score

If you make more than **2** corrections,  
ask for a new sheet



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## Score Sheets

Ensure current year is at the top of your score sheet

Sign your score sheet and ensure your entire name is legible

Strike through mistakes **only once**

A maximum of **2** mistakes are permitted before a new score  
sheet is required

No personal comments on any of the score sheets

Decimal of .5 allowed for all EXE, Cheer, & Dance scores

Checkboxes are EXE Areas of Improvement

Safety Officials must fill out 30 sec boxes

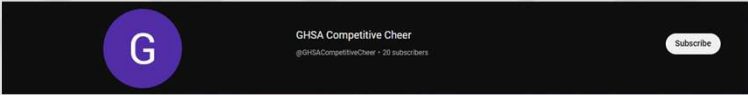
74



75

## YouTube - ghsacompetitivecheer

1. Access YouTube
2. Search for: **ghsacompetitivecheer**
3. Locate
 



G

GHS Competitive Cheer

@GHSACompetitiveCheer · 20 subscribers

Subscribe

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## All Officials - Calls

Out-of-bounds, uniform violation, loss of shoes/hair devices, jewelry violation, etc.

Warnings are not given for obvious violations. They are called

The Head Judge should be informed by any judge on the panel who identifies a possible violation

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## Assessment

All officials must take the NFHS spirit rules test (**DragonFly**)

All officials must take the GHSA Officials' Assessment (**Release TBD**)

- Results sent to GHSA

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