

2011 UCF Scoring System

TECHNICAL SKILL ELEMENTS

While a team is being judged, each technical element in their routine will be scored both on difficulty and technique/execution. This will give each team the benefit of a fairer evaluation of their technical elements along with promoting safety of execution and valuable feedback to the team and coach on specific needs of improvement both on difficulty and execution.

Difficulty scores are based on the following criteria:

1. Difficulty & quantity of skills performed.
2. Percentage of participants performing the above skills.

Technique/Execution scores are based on the following criteria:

1. Technique and form of skills performed.
2. Synchronization/timing of skills performed.

Teams will be scored on both restricted and non-restricted skill elements.

Restricted Technical Elements

Restricted skill elements are limited by the level progressions in the USASF Level Guidelines. Difficulty scores for restricted skills are given based on skill elements performed with comparison to the skill elements allowed for each level.

Restricted Skill Elements	Difficulty Score Ranges		Technique/Execution Score Range	
Standing Tumbling	Level 1	5.0 - 5.8	Exceptional	+ .2
Running Tumbling	Level 2	6.0 - 6.8	Above Average	+ .1
Stunts	Level 3	7.0 - 7.8	Average	0
Pyramids	Level 4	8.0 - 8.8	Below Average	- .1
Tosses	Level 5	9.0 - 9.8	Poor	- .2
	Level 6	10.0 - 10.8		

Non-restricted Technical Elements

Non-restricted Skill Elements	Difficulty Score Ranges		Technique/Execution Score Range	
Motions	Level 1	5.0 - 9.8	Exceptional	+ .2
Jumps	Level 2	5.0 - 9.8	Above Average	+ .1
Dance	Level 3	5.0 - 9.8	Average	0
	Level 4	5.0 - 9.8	Below Average	- .1
	Level 5	5.0 - 9.8	Poor	- .2
	Level 6	5.0 - 9.8		

Motions - Difficulty

Superior motions difficulty in 9.0 – 9.8 range are:

Advanced motions (Ex: sharp/fast movement, creative body positions and strong foot/arm work) by the majority of the team at a fast pace with multiple levels and formation changes. Motions are creative, have variety, and are executed in difficult ways.

Jumps - Difficulty

- 9.0 – 9.8 Advanced Jumps (Toe Touch/Front Hurdler/Pike/Double Nine)
Triple (3) or double (2) jump combinations including whip
High variety of jumps
Leg Extension: Hyper-extension by majority
- 8.0 – 8.8 Advanced Jumps (Toe Touch/Front Hurdler/Pike/Double Nine)
Double (2) jump combinations
Variety of jumps
Leg Extension: Level leg extension by majority
- 7.0 – 7.8 Intermediate Jumps (Herkie/Side Hurdler)
Double (2) jump combinations
Leg Extension: Level leg extension by majority
- 6.0 – 6.8 Basic to Intermediate Jumps (Herkie/Side Hurdler)
Basic jump combinations
- 5.0 – 5.8 Basic Jumps (Spread Eagle/Double Hook/Tuck)

Dance - Difficulty

Superior dance difficulty in the 9.0 – 9.8 range are:

Advanced dance skills (Ex: sharp/fast movement and strong foot/arm work) by the majority of the team at a fast pace, with the use of multiple levels and formation changes. Music is incorporated well and moves are creative, have variety, and are appropriate for intended audience.

ROUTINE PERFORMANCE

Levels of Execution	
Superior	9.1 – 10.0
Good	8.1 – 9.0
Average	7.1 – 8.0
Fair	6.1 – 7.0
Poor	5.1 – 6.0

Showmanship

Natural & genuine showmanship, smiles, spirit, and high energy that adds to the performance. Superior showmanship has great floor presence, high level of confidence and individuality.

Formations/Spacing

Variety of formations, use of creative patterns and floor coverage. Correct and precise spacing throughout all formations.

Transitions/Flow

Defined by the development of arranged movements throughout the routine with a purpose and plan of ideas and vision.

Creativity

Innovative elements, movements, music selection, and/or transitions will be rewarded. Entrances, transitions, and exits of technical elements will be scored.

Choreography

Clear purpose to the routine and the physical movement.

Overall Impression

Routine Scoring Deductions

Execution Errors:

Bobble	.05 deduction per violation from overall average score.
Controlled Fall/Drop	.10 deduction per violation from overall average score.
Major Fall	.20 deduction per violation from overall average score.

Time Violations:

1-5 seconds over 2:30 will result in:	0.1 deduction from overall average score.
6-10 seconds over 2:30 will result in:	0.3 deduction from overall average score.
11 or more seconds over 2:30 will result in:	0.5 deduction from overall average score.

Safety & or Level Violations:

Safety Violation:	0.5 deduction per violation from overall average score.
Level Violation:	0.5 deduction per violation from overall average score.
Maximum Total Safety/Level Deduction:	1.0 maximum deduction from overall average score.

Other Violations:

Unpaid Participation:	0.1 deduction per each unpaid team individual over the paid registered number. This will be verified while team walks on performance mat.
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Tie-breaking Policy

Ties are somewhat rare in competitive cheer & dance competitions. In the event a tie does occur in any UCF division, all ties will be broken by the following process.

1. Decimal places will be added to the final average scores until the tie is broken.
2. In the event the above method does not break the tie, the team with the highest average skill execution score for both competition days will break the tie.

