



2024 Southern Section Championship



School:

Division:

BUILDING

Stunts	20 Points	<div></div> <div>20</div>	
Execution/Technique	/10		
Difficulty	/10		

Pyramids	20 Points	<div></div> <div>20</div>	
Execution/Technique	/10		
Difficulty	/10		

Total:		<div></div> <div>40</div>	
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Judge _____



2024 Southern Section Championship



School:

Division:

OVERALL

Tumbling

10 Points

Execution/Technique

/5

Difficulty

/5

10

Jumps

5 Points

Execution/Difficulty/Technique

/5

5

Overall Effect

10 Points

Choreography/Creativity, Transitions/Flow,

Motions/Dance

/10

10

Total:

25

Judge _____



2024 Southern Section Championship

School:

Division:

CHEER

Crowd Leading

15 Points

Crowd Effective Material

/5

Motion Technique

/5

Voice, Flow, Pace

/5

15

Incorporations

15 Points

Use of Skills to Lead Crowd

/5

Use of Signs, Poms, Megs, and/or Flags

/5

Execution of Incorporations

/5

15

Overall Cheer Impression

5 Points

Flow, Energy, Ability to Lead the Crowd

/5

5

Total:

35

Judge _____



2024 Southern Section Championship



School:

Division:

Coed NT BUILDING

Stunts

20 Points

Execution/Technique

/10

Difficulty/Use of Coed Skills/# of Bases Used

/10

20

Pyramids

20 Points

Execution/Technique

/10

Difficulty/Use of Coed Skills/# of Bases Used

/10

20

Total:

40

Judge _____



2024 Southern Section Championship



School:

Division:

Coed NT Overall

Jumps	10 Points	<div></div> 10	
Execution/Technique	/5		
Difficulty	/5		

Motions/Dance	5 Points	<div></div> 5	
Execution/Technique	/5		

Overall Effect	10 Points	<div></div> 10	
Choreography/Creativity, Transitions/Flow	/10		

Total:	<div></div> 25	

Judge _____



2024 Southern Section Championship



School:

Division:

Coed NT CHEER

Crowd Leading

15 Points

Crowd Effective Material

/5

Motion Technique

/5

Voice, Flow, Pace

/5

15

Incorporations

15 Points

Use of Skills to Lead Crowd

/5

Use of Signs, Poms, Megs, and/or Flags

/5

Execution of Incorporations

/5

15

Overall Cheer Impression

5 Points

Flow, Energy, Ability to Lead the Crowd

/5

5

Total:

35

Judge _____

COED BUILDING



2024 Southern Section Championship

School:

Division:

COED OVERALL

Tumbling	10 Points	<div></div> 10	
Execution/Technique	/5		
Difficulty	/5		

Jumps	5 Points	<div></div> 5	
Execution/Difficulty/Technique	/5		

Overall Effect	10 Points	<div></div> 10	
Choreography/Creativity, Transitions/Flow	/10		
Motions/Dance			

Total:	<div></div> 25	
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Judge _____



2024 Southern Section Championship



School:

Division:

COED CHEER

Crowd Leading

15 Points

Crowd Effective Material

/5

Motion Technique

/5

Voice, Flow, Pace

/5

15

Incorporations

15 Points

Use of Skills to Lead Crowd

/5

Use of Signs, Poms, Megs, and/or Flags

/5

Execution of Incorporations

/5

15

Overall Cheer Impression

5 Points

Flow, Energy, Ability to Lead the Crowd

/5

5

Total:

35

Judge _____



2024 Southern Section Championship



School:

Division:

NT BUILDING

Stunts

20 Points

Execution/Technique

/10

Difficulty

/10

20

Pyramids

20 Points

Execution/Technique

/10

Difficulty

/10

20

Total:

40

Judge _____



2024 Southern Section Championship



School:

Division:

NT Overall

Jumps

10 Points

Execution/Technique

/5

Difficulty

/5

10

Motions/Dance

5 Points

Execution/Technique

/5

5

Overall Effect

10 Points

Choreography/Creativity, Transitions/Flow

/10

10

Total:

25

Judge _____



2024 Southern Section Championship



School:

Division:

NT CHEER

Crowd Leading

15 Points

Crowd Effective Material

/5

Motion Technique

/5

Voice, Flow, Pace

/5

15

Incorporations

15 Points

Use of Skills to Lead Crowd

/5

Use of Signs, Poms, Megs, and/or Flags

/5

Execution of Incorporations

/5

15

Overall Cheer Impression

5 Points

Flow, Energy, Ability to Lead the Crowd

/5

5

Total:

35

Judge _____



Point Deduction Sheet

CIF State Regional Championship _____

Team Name _____

Division _____

ST
PY
T
RT/ST
J

--	--	--	--	--	--	--	--	--	--

0 - :15 Seconds

ST
PY
T
RT/ST
J

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:15 - :30 Seconds

ST
PY
T
RT/ST
J

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:30 - :45 Seconds

ST
PY
T
RT/ST
J

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:45 Seconds - 1 Minute

ST
PY
T
RT/ST
J

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1:00 Minute - 1:15

ST
PY
T
RT/ST
J

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1:15 - 1:30

ST
PY
T
RT/ST
J

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1:30 - 1:45

ST
PY
T
RT/ST
J

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1:45 - 2:00

ST
PY
T
RT/ST
J

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2:00 - 2:15

ST
PY
T
RT/ST
J

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2:15 - 2:30

Legend

ST	- Partner Stunt
PY	- Pyramid
T	- Basket Toss
RT/ST	- Tumbling
J	- Jumps

AF	Athlete Fall	.5
BF	Stunt Minor Fall	1.0
MF	Stunt Major Fall	2.0
PF	Pyramid Fall	3.0
Props		.5
General		2.0
Specific-		3.0
Unsportsmanlike		1.0
Excessive Intro/Exit		1.0
Out of Bounds		.5

5

Time of Routine

1 - 5 (1)

6 + (2)

Total Time: _____

Time Deduct.: _____

.25 x _____ = _____

.5 x _____ = _____

2.0 x _____ = _____

3.0 x _____ = _____

4.0 x _____ = _____

Point Deduction
Total : _____

Deductions can be given prior to, during or after a performance.

***Athlete Bobble and Building Bobble will be assessed on the score sheet under Perfection of Skill/Execution by the scoring judge in each category.**

Examples will include but not limited to:

***Athlete Bobble**

- Landing on hands during tumbling or jumps.
- Tumbling in/out of a stunt transition

***Building Bobble**

- Stunts, tosses, or pyramids that almost drop or fall.
- Excessive movement of the bases.
- Dropping from below prep level skill.
- Dropping from an extended or prep level skill where at least one foot of support is at/above prep level.
- Dropping from an extended/prep level to a level where at least one foot of support is below prep level.
- Top person incorrectly becomes weight bearing on the bracer(s) of a pyramid/middle layer or base(s) of a stunt.
- Foot/feet/hand/hands coming in contact with performance surface during a cradle/prone.
- Dropping of a body position.

Individual Athlete Deductions

Athlete Fall (AF) - 0.5

Drops to the performance surface during tumbling and/or jump skills include:

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

Building Deductions

Minor Building Fall (BF) – 1.0

Stunt/Pyramid skills that safely lower, 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.
- Lowering/Dropping in a controlled manner to the performance surface.
- Top person incorrectly becomes weight bearing on a spotter.
- Base or spot landing on the performance surface anytime during a stunt, transition, or dismount.

Dismounts

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

Major Building Fall (MF) – 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

- Falling top person to the performance surface in an uncontrolled manner.
- Initiating a skill but never establishing contact.
- Dropping to a load in, cradle, prone/flatback position in a compromising position 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 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.

Deductions can be given prior to, during or after a performance.

Out of Bounds – 0.5

- One entire hand, foot or body part is completely outside of the performance surface (State Regional 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: hard corrugated plastic signs, megaphones, poster board signs, flags/banners with poles Note: Props may be placed off the performance surface by someone standing inside the performance surface.
 - **Poms may be:**
 - **Dropped from stunts.**
 - **Thrown**
 - **Cradled with from stunts.**
 - **Poms may not be:**
 - **Used in Basket Tosses.**
 - **Held in the hands of bases while that hand is supporting a stunt.**
 - **Held in a supporting hand of tumbling, except forward/backward rolls.**

****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 spiring, 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.

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.

****These 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.**



Safety & Legality Sheet

2024 Southern Section Championship

Team Name: _____ Division: _____

GENERAL STUNT | PYRAMID | TOSS | TUMBLING | UNSPORTSMANLIKE CONDUCT

Describe the skill:

Rule Infraction:

Outcome/Comments:

Penalty: YES NO Penalty Points: _____