



## ***New England Cheerleaders Association***

The Scoring grid below outlines the Difficulty Score Ranges set for each USASF level and Category. The Score Ranges are set based on the MAJORITY of the team performance. Skills performed with less than MAJORITY of the team will score in a lower range.

Execution of these below skills will be scored separately. Teams can score up to a 10 in execution.

This Combined score will result in the total score for that category. Execution is evaluated by the following:

Form, Technique, Flexibility, Body Positions, Stability and completion of skills.

	<b>LEVEL 1 RANGE (5-6)</b>	<b>LEVEL 2 RANGE (6-7)</b>	<b>LEVEL 3 RANGE (7-8)</b>	<b>LEVEL 4 RANGE (8-9)</b>	<b>LEVEL 4.2 RANGE (8-9)</b>	<b>LEVEL 5 RANGE (9-10)</b>	<b>LEVEL 6 RANGE (9-10)</b>
<b>PARTNER STUNTS</b>	One leg body positions below prep level 2 leg stunts at prep level Creative transitional stunts	½ ups to one leg prep level or extensions and One leg body positions Creative transitional stunts and inversion	Load-ins (360 to prep) or creative entries and Extended one leg body positions & Twist dismounts from 2 leg stunts	Load-ins (ex. full ups) or inversions & release moves and One leg body positions w twist Double twist from 2 leg stunts	Load-ins (ex. full ups) or inversions & release moves and One leg body positions w twist Double twist from 2 leg stunts	Load-ins (full ups/tic tocs, etc) or inversions & release moves and One leg body positions with double twist dismount	Load ins (full ups/tic tocs, etc ) or inversions & release moves and One leg body positions with double twist dismount
<b>PYRAMIDS</b>	Multiple Structures Extended 2 leg braced & single leg below prep level. Creative Transitions	Multiple Structures One leg extended stunts Creative transitions Creative entries & dismount	Multiple Structures One leg extended positions Twisting or creative dismount Release moves & inversions	Multiple Structures One leg extended positions Release moves and inversions Creative entries or dismounts	Multiple Structures One leg extended positions Release moves and inversions Creative entries or dismounts	Multiple Structures One leg extended positions Release moves and inversions Creative entries or dismounts	Multiple 2 ½ high pyramids Release moves and inversions Creative transitions Creative entries or dismount
<b>TOSSES</b>	NOT APPLICABLE	Straight rides	1 trick or Single twist toss allowed	kick single twist or Double twisting	kick single twist or Double twisting	kick double full twisting and specialty baskets	Flipping and twisting baskets and or Non-flipping tosses w 3 ½ twists
<b>JUMPS</b>	Jump combinations Strong fundamentals Height / flexibility	Jump combinations Strong fundamentals Height / flexibility	Jump combinations and Jump combination w handspring(s)	Jump combinations and Jump combination w BHS tucks or layouts	<b>RANGE (6-7)</b> Jump combinations Strong fundamentals Height / flexibility	Jump combination and Jump combinations w tucks, fulls	Jump combination and Jump combinations w tucks, fulls
<b>STANDING TUMBLING</b>	Forward/backward rolls Front/ back walkovers or cartwheels	Single back handspring Front hand spring	Multiple back handsprings	Tucks BHS Tucks BHS layouts	<b>RANGE (6-7)</b> Single back handspring Front hand spring	Tucks, full's or double full's Handspring full's or double full's Specialty passes: finishing in full's or double full's	Tucks, full's or double full's Handspring full's or double full's Specialty passes finishing in full's or double full's
<b>RUNNING TUMBLING</b>	Round off's Cartwheels Specialty passes	back handspring(s) Specialty passes	Round off BHS Tucks Round off tucks Punch fronts Specialty passes	layouts, layout step outs Specialty passes	<b>RANGE (6-7)</b> Round off back handsprings Specialty passes: front walker thru to ROBHS	Handspring full's or double full's Specialty passes: finishing in full's or double full's	Handspring full's or double full's Specialty passes: finishing in full's or double full's

The categories below will be Judged out of 10 points. Each team at each level will have the opportunity to score up to a score up to 10 points.

<b>MOTION &amp; DANCE</b>	Dances should be performed with quick movements such as multiple Formation changes, foot and floor work, multiple level changes and strong visuals. This combined with Strong fundamental technique in motions will score in the higher end of this range.
<b>TRANSITIONS &amp; FORMATIONS</b>	Transitions should be creative, visual, and flow with ease from one section to another without compromising the integrity of the routine. Teams with quick seamless transitions and formation changes will score in the higher part of this range.
<b>PERFORMANCE</b>	Teams with a high level of Energy, Sportsmanship, Crowd Appeal, Excitement & Genuine Enthusiasm will score in the higher part of the range.
<b>ROUTINE CREATIVITY</b>	Teams will score in the higher range if their routine is innovative with creative choreography throughout the entire routine.