
Georgia High School Association Competition Cheerleading Guide



2019-2020





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**Section
1**

General Information



General Dates and Region Information

The National Federation Spirit Rules Book will be used for all Georgia High School Association Cheerleading Competitions sanctioned events and may be purchased through the GHSAA. The GHSAA Spirit Manual and Competition Manuals may be found online.

Date	Description
May 5	Deadline to request a regular season sanctioned event/tournament.
July 30	First Date for Practice. <ul style="list-style-type: none"> Cheerleading teams are allowed to attend camp after the last day of school up until August 1. No camps or clinics are allowed after August 1.
August 4	Deadline to register for regular season competitions. <ul style="list-style-type: none"> Contracts are online.
August 11	Cancellation forms should be submitted to the GHSAA office and all entering schools notified.
August 19	After August 19, an Athletic Director (AD) or principal must complete a form to explain why a team is withdrawing from an invitational.
August 19	Confirmation of tournaments should be submitted to the GHSAA office with a list of teams competing. <ul style="list-style-type: none"> First date allowed for regular season competitions.
September 1	Competition schedules submitted to the GHSAA office or online.
October 1	Deadline to declare COED or All-girl. <ul style="list-style-type: none"> Declaration forms can be found online.
November 9	<ul style="list-style-type: none"> Region winners determined. Coed and Single-A Private/ Public Sectional winners determined.
November 15-16	State Competition. <ul style="list-style-type: none"> Friday (15th): Sectionals for non-Coed; State Championships for Coed & Single A Saturday (16th): State Championships for 2A through 7A

References

- Refer to the Georgia High School website (<https://www.ghsa.net/>) for additional information.
- Refer to the [GHSAA Constitution & By-Laws](https://www.ghsa.net/constitution) (located on the GHSAA website home page) for further information and rules governing cheerleading (<https://www.ghsa.net/constitution>).

Notice

Cheerleading is a sport and does not distinguish between competitive or non-competitive cheer. All cheerleaders must follow all rules that affect sports and cheer. There are several sections which address sports in general. There are rules that affect cheer coaches as well as community coaches. It is important that all coaches and officials be aware of all guidelines and rules for the sport of cheer.



Important Information for All Coaches

Tournaments

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

Cheerleading Season

- Number of regular season contests allowed:
 - 6 Varsity
 - 4 Junior Varsity
- This does not include region and state for varsity
- Per GHSA Constitution:** To be eligible to compete in Region/Sectional/State, a team must compete in at least three (3) sanctioned competitions during the competitive regular season.
- Competition Cheer season ends when a school is eliminated from the regional/sectional or state championship. Practice is not allowed after this point.
- Both spirit and sideline cheerleading season end the last day of school.

Camps/Clinics

- No clinics or camps during the cheer season.
- No cheer team may attend camps or clinics after August 1 through the end of the school year.

Tryouts and Practice

- There are specific rules that govern tryouts and practice. *See GHSA Constitution and By-laws.*
- Tryouts must occur in the same ten consecutive days as the other cheer teams in the school. Those trying out for Spirit and Competitive teams must participate in tryouts in the same consecutive days.
- Tryouts may occur after February 1.
- Schools may not bring in outside individuals to conduct their tryouts including national associations, gym, or dance instructors, nor former students except for seniors currently enrolled in their school.
- Practices may occur only during the tryouts. This would be in preparation for the actual tryout. No further practice once tryouts are completed.
- Teams may cheer for the Spring Football game; however, they cannot practice for this game.
- Once the tryouts are completed then the team should not practice until school is out for summer.

General Information

- The new GHSA rules will prohibit stomping in the stands.
- Regions will determine if events can be televised. See the GHSA Constitution and By-laws – page 42: 2.80 – Media and filming regulations.

State Personnel

Personnel	Title	Contact
Penny Pitts	Associate Director	Pennypitts@GHSA.net
Pam Carter	State Coordinator	Pcarters@AOL.com



Uniforms should be appropriate and follow GHSA Constitutions and By-Laws. All coaches should read and obtain the GHSA Constitution and By-laws concerning cheerleading beyond this guide.

- When in doubt, all coaches should check with the GHSA office when selecting uniforms.
- Traditional cheerleading uniforms should be selected and appropriate to both the sport and for the athletes.
- No midriffs showing or cut outs in the uniform unless cleared through the GHSA office.
- All teams must follow the guidelines concerning skirts for female athletes.
- All teams must follow the rules for male athletes.
- All teams must be wearing the appropriate school colors.
- No glitter or hard jewelry/stones/rhinestones of any kind.
- No jewelry of any kind is allowed.
- Uniforms, monogramming, briefs, socks, etc. cannot be used as signs or props to lead cheers/chants. The only props allowed in competitive cheer are poms. Unauthorized props can result in a disqualification. (See Scoring and Deduction section).

GHSA Constitution and By-Laws	
<i>Section 3: General Information – Support/Spirit and Competitive</i>	
<i>Page 62 GHSA Constitution and By-Laws</i>	
<i>H. Cheerleading apparel is restricted as follows:</i>	
<i>1</i>	<i>Male uniform for competition cheerleading will be uniform pants and a top which counterpart those worn by the female teammates. Sideline male cheerleaders may include shorts in place of the pants. Tank tops will not be permitted.</i>
<i>2</i>	<i>Female cheerleaders (sideline & competition) must wear a uniform that fully covers the athlete’s entire torso. A skirt or dress should cover the briefs, bloomers, or any spandex material.</i>
<i>3</i>	<i>All athletes must wear the same uniform when performing at a game or competition.</i>



Team Eligibility

- A team may have a roster of more than 16 performers and may use any combination of eligible cheerleaders to make the maximum team of 16.
- If a mascot performs with the team, they will count as one of the 16 performers.
- The mascot will be subject to NFHS and GHSA rules.
- The athletes must currently be enrolled in the school they are representing. Note any exceptions in the GHSA Constitution and By-Laws.
- The athletes participating in the performance must have been declared eligible and cleared by the GHSA office.
- Rosters for post season competition must be submitted electronically on GHSA.net by the deadline. *See General Dates and Information section.*
- Substitutions may be made at any time after the submission. However, notify the GHSA State Coordinator and the host so that adjustments can be made for state as needed.
- Inform the host of any changes in team status or members prior to region/sectional competitions.
- Each school may enter one Varsity Competition Team.
- Only teams which have competed in at least **3** sanctioned tournaments during the season are eligible to enter post season competition (*See GHSA Constitution and By-Laws; Region Competition Rule 2A, page 64*).

Team Scheduling

- Each school will select the tournaments they wish to enter prior to the deadline. *See General Dates and Information section.*
- Varsity teams may be scheduled for up to six (6) invitational tournaments.
- Junior Varsity teams may be scheduled for up to four (4) invitational tournaments.
- No team member may compete in more than a total of six (6) tournaments.
- A Junior Varsity team member competes with the Junior Varsity Team in three (3) events and she is pulled up to the Varsity. The Varsity team has four (4) events left in the season. The Junior Varsity team member is only allotted six tournaments. The team member would only be able to compete in three of the remaining four competitions with the Varsity team and none with the Junior Varsity.
- A team may not be involved in an exhibition during the cheer season.
- A team may not ask to perform as an exhibition and not be judged at any tournament. Any performance by a Varsity or Junior Varsity team counts as one of their competitions whether they are hosting or select not to receive a trophy. Teams should feel free to compete at a competition they are hosting since the officials are certified GHSA officials.
- Special performance request should be submitted to GHSA for approval.



Coaches

- Coaches are responsible for explaining GHSA procedures, guidelines, and sportsmanship to all athletes and their parents/guardians. Any issues or concerns anyone may have at an invitational or state tournament should be addressed with the local school, coach, and principal; **never** with the officials.
- The coaches, teams, and/or parents/guardians should have no contact with officials prior to, during or after the competition. Any concerns or issues should be addressed by the school coach, Athletic Director, or principal in writing to GHSA or to the GHSA State Coordinator.
- Coaches will follow the instructions on GHSA.net to register for sanctioned events/tournaments/competitions.
- **All coaches, team members, and parents should always conduct themselves professionally.** Should an incident occur, all are subject to removal from the event. **Sportsmanship** is of utmost importance to the safety of our athletes. Officials may determine if a sportsmanship violation has occurred and a deduction may be issued, or a report filed with the GHSA State Coordinator.

GHSA Constitution and By-Laws

See page 40 for further rules governing sportsmanship and the NFHS Spirit Rules Book

2.78 Unsporting acts committed by players or coaches will be handled as follows:

<i>a)</i>	<i>If the inappropriate behavior occurs after the expiration of a contest, but while the officials still have jurisdiction as referenced in the NFHS rule book, the official may eject the player or coach and published penalties for ejections will apply.</i>
<i>b)</i>	<i>If the inappropriate behavior occurs after the officials' jurisdiction has ended, but the official(s) witness the behavior, a Game Report shall be filed with the GHSA office and administrative penalties will be assessed against the school of the guilty parties by the Executive Director.</i>
<i>c)</i>	<i>In the case of repeat offenders of unsporting acts, the Executive Director will be authorized to levy penalties against the school of the guilty parties regardless of whether or not an ejection has occurred.</i>

2.74 Coaches, administrators, contest officials or players are not to make comments to the media that are critical of officials and/or their calls in a game. Penalties that could be imposed by the GHSA Executive Director include fines and/or suspensions.



Section

2

Conducting a Tournament



Running a Tournament

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

Tournament Setup

All tournaments must be conducted the same to create consistency across the state. The following outlines the required setup. Safety and liability must be considered for each event site.

- There should be three (3) mat areas provided for warm-ups.
- Area one is for stretches and jumps only. No tumbling will be allowed in area one. This area does not have to contain five full mats.
- Area two is for tumbling. This area does not have to contain five full mats but should be safe and provide space for both standing and running tumbling.
- Area three is for stunts and pyramids. Tumbling will be permitted only if time allows. This space **should** contain a full set of competition mats.
- Only **two** coaches can go through rotation of warm-ups and to the competition floor. Credentials should be checked, and coaches cleared for liability reasons.
- All alternates and additional coaches should remain in the designated team or spectator seating.
- The music person should go directly to the music area when the team enters warm-ups.
- Coaches should be prepared and organized for warm-ups and the team should practice the procedures at each invitational in preparation for region, sectionals, and state events.

GHSA Constitution and By-Laws

See page 53 for further rules governing sportsmanship and the NFHS Spirit Rules Book

All cheerleading competitions must be conducted according to the rules of the National Federation Spirit Rules Book and the GHSA Competitive Cheerleading Manual. The GHSA cheerleading manuals are posted on the GHSA website. The NFHS Spirit Rules Book may be purchased from the GHSA office.



Who is a Tournament Host?

1. **All** hosts must be familiar with the competition guide, review the guide with the scorekeepers, the music person, and timers prior to the event.
2. Appointed by the school and is a member of the host school's personnel. This should **not** be a parent/guardian, or a parent/guardian involved with/in the booster club.
3. Is familiar with cheerleading and tournament procedures; has read and reviewed the Georgia High School Association Competition Cheerleading Guide; and all GHSB rules governing competitions.
4. Is to seek sanctioning from the GHSB by the designated deadline to host the tournament. Forms are located online at [GHSB.net](https://app.ghsa.net) and contracts are located at <https://app.ghsa.net/cheer-contracts>. They must be submitted to the GHSB office. All forms and contracts should be submitted at the **same** time.

Tournament Host General Information

- All tournament hosts should complete the PowerPoint located on [GHSB.net](https://app.ghsa.net).
- Hosts must verify they have ample warm up areas complete with mats and adequate space. (*See Tournament Setup*)
- Hosts should adhere to the start time indicated on the contract, if possible. Many coaches choose competitions because of the time listed on the contract.
- Coaches will need to inform their team and parents/guardians of their competition schedules, so student athletes know when to schedule the SAT/ACT.
- Teams may be charged an entry fee as determined by the host school.

Tournament Size

- It is highly recommended that all sanctioned events have a minimum of **twelve (12)** high school teams, **excluding** middle school. However, the final decision to host a competition will be determined by the school.
- The total number of teams should be limited to **40 high school** teams, **excluding** middle school, to provide adequate warm-up and performance time. If more than 40 high school teams, **not including** middle school, are in attendance, then the tournament host should work closely with the Booking Agent to determine if a second panel of officials is needed.

Middle Schools

- Middle schools may not compete at GHSB sanctioned events. If a middle school tournament is hosted it should be held prior to or after the GHSB sanctioned event and a separate awards ceremony must be held.
- Middle school and high school events will be considered two separate events.
- Either the arena must be **cleared** of all spectators during the event or the host school must determine how to account for attendance.
- All sales must be considered when determining the percentage that will be paid to the GHSB for the gate.



Tournament Host Responsibilities

The Tournament Host is responsible for running the competition and must address any issues that may occur with a squad including those with spectators as well as involve security when needed.

The GHSA State office will assign the official's association for your competition. Contact the Cheerleading Director at the GHSA State office if an association has not been assigned by July 15th.

Obtaining Competition Officials

The Tournament Host should:

- Contact the Booking Agent as **early** as possible to request the panel(s) of officials.
- Obtain contact information for all officials and the Head Judge from the Booking Agent.
- Remain in contact with the Booking Agent and all officials providing details and timelines as well as names of teams competing. This helps ensure no possible conflicts of interest.
- Provide all tournament updates and forms as needed to all officials.
- Provide a meeting place for officials **only** when they arrive. It will serve as a meeting room for before, during a break, and after they are judging. It should be away from all coaches, athletes, and spectators.

Middle School Officials and Judging

- Middle School competitions do not have to use GHSA officials.
- A host can use GHSA officials. If so, the Booking Agent will assign them, and the officials will abide by all GHSA Guidelines, NFHS Safety Rules, and must use the current GHSA scoring rubric and scoresheets.
- When there are more than 16 competitors on the middle school team, the officials will adjust the skills scoring section guide to encompass all team members and their expectations of numbers of skills to be executed.

Competition Officials Pay

The Tournament Host should:

- Obtain information concerning pay directly from the Booking Agent and determine how and when officials will be paid.
- Officials are paid for a **minimum of 12** High School Teams.
- They are paid **\$10** per team up to 12 teams; **\$8** per team for more than 12 teams.
- Transportation is paid per the GHSA set fee. [The 2019 rate is \\$.58 per mile.](#)
- Always check with GHSA for changes that may occur prior to the season for all Varsity and Junior Varsity teams.
- Click this hyperlink for the [GHSA Officials Fee Chart](#). Region and Sectional is provided too.
- Booking Agents will negotiate fees to judge middle schools and they may negotiate transportation based upon the association rules.
- Inform officials as to when they will be paid and serve as a liaison between the officials and the school and/or school system. Invitationals must follow GHSA rules/guidelines concerning pay for sanctioned events.

Tournament Staff

The Tournament Host should arrange for:

- All tournament staff to include scorekeepers, timers, a sound person, gate and ticket personnel, announcer, security, clean-up, concessions, etc. In general, organize the staff to assist with team rotation and running the tournament. All tournament staff should be trained by the tournament host.



Sound Equipment

- If allowed by the host, teams must provide their own sound equipment in the warm-up area.
- Guidelines for sound equipment are determined by the host.
- Music in warm-ups cannot interfere with floor performances.
- No sound equipment may be used at the state competition and all music must be appropriate and cued.
- There will be **no** sound checks at region, sectionals, or state competitions.

Forms

The Tournament Host should:

- Provide adequate and up-to-date score sheets, master score sheets, and safety infraction sheets for the officials. Located on www.GHSAAcheerleading.com or ask your Booking Agent.
- Coordinate the running of the sheets from the officials table to the scoring table. Should any issues arise remain accessible to the officials and staff.
- Obtain the GHSAA Scoring computer program from GHSAA.

Copies - Awards

The awards should be displayed for viewing. The Tournament Host should follow these steps for awards.

Step	Action
1	Ensure that the Head Judge has reviewed and signed the Master Score Sheet. <ul style="list-style-type: none"> • The Head Judge must sign all final tally sheets before any copies are made.
2	Make a copy of all scoresheets to be maintained at the school.
3	Make a copy of the Master Score Sheet for each school and the Head Judge. <ul style="list-style-type: none"> • The Head Judge may ask for a copy of the Safety Infraction sheet for each school.
4	Distribute the original copy of the scoresheet and copies of the Master Score Sheet to each competing coach after the awards presentation.
5	Report any major issues in writing to the State Coordinator.

The Tournament Host is responsible for placing the **competition** mats according to the GHSA directions. The Head Judge will check placement when they arrive and may ask that mats to be changed to meet requirements. Competition will not begin and may be halted until the mats are correctly placed.

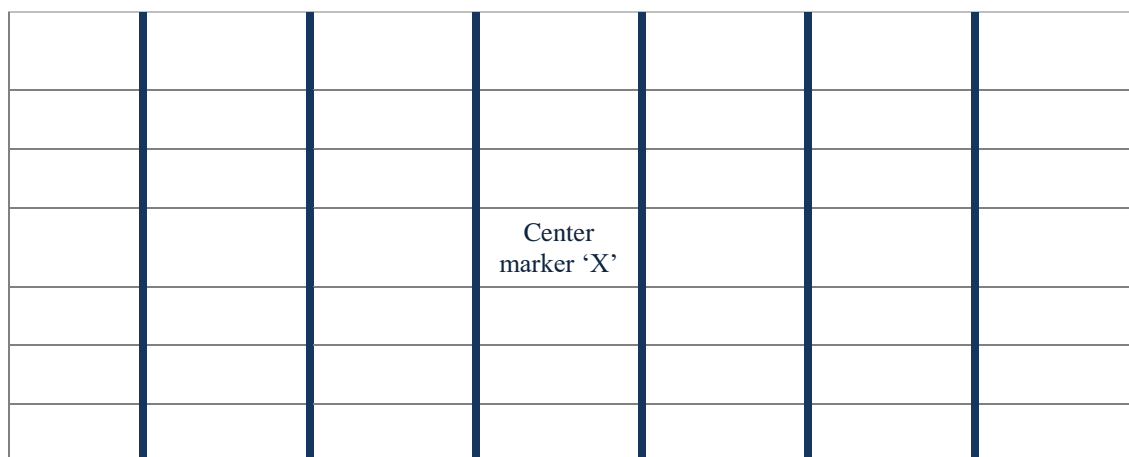
- Mats should be 42' X 42'.
- Mats must be a minimum of 1- and 3/8-inches' thickness.
- Mats cannot be spring floors.
- Mats must be Blue at all GHSA sanctioned events. Strips to mark floor in sections should be blue.
- The competition mat is the competition floor. White tape may be used to mark the center of the mat and around the outside of the mat. This would be a safety precaution for the cheerleader to help them to determine where they are on the mat when tumbling.
- The entire mat is considered the competition floor.
- Out-of-bounds will be considered stepping off, tumbling off, stunting off, dancing off, jumping off the mat, or performing off the mat.
- In the case of an injury or accident, mats must be appropriately cleaned of any bodily fluids before the competition can proceed.

Mat Placement

Mats must be placed according to the GHSA rules and failure to do so can result in a penalty for the host school. Please follow the steps for placing the mats and see the drawing.

Step	Action
1	Lay the length of the mats parallel to the officials' table. <ul style="list-style-type: none"> • Mat placement: 7 mats wide, 7 mats long.
2	Locate the center by measuring front-to-back and side-to-side.
3	Mark the center with white tape forming an "X".
4	Measure three feet either side of it and this is where the first blue strips will be placed from the back to the front, perpendicular to the officials' table.
5	From there measure 6' on either side of that line and continue to do so. There will be six lines of blue tape from back to front.
6	White tape may then be placed around the border of the mat to define the ends/edges of the mat. <ul style="list-style-type: none"> • This does not define the boundary and is a safety precaution only.

Back of mat (Team entry should occur at back of the mat if possible.)



Center Front of Mat – Officials' Table



This section discusses important items on competition day.

Once the doors have been opened to spectators, no team should be warming up on the competition mat except for regularly scheduled warm-up rotation.

Flash Photography

Flash photography is prohibited while teams are performing.

- **No** Flash Photography signs must be posted at all entrances and throughout the competition arena.
- Anyone using flash photography whether on a phone, camera or iPad may be removed from the competition.
- **No** flashlights, spotlights, cell phone, or iPad lights of any kind can be used during the time a team is competing on the floor.

Order of Appearance

- For an invitational, the order of appearance may be assigned by the host school.
- For travel safety, the support of all teams, and liability reasons - specific competition times should **not** be assigned.
- Teams should know the order of rotation and be given an arrival time to check into the competition. All teams should be present and ready to perform prior to the start time of the competition. **Schedules, if made, are for staff use only.** When putting together a performance rotation for the staff, it is recommended to put a maximum of 7-minutes between each squad's performance.
- Coordinate the rotation schedule and should any emergencies occur consult with the head judge and make any adjustments as needed.
- The Region/Sectional host shall determine the order of appearance prior to the competition. An independent drawing should be held. In some cases, the Region Secretary will provide an order for competition rotations for that specific region.
- Sectional and State order of appearance is determined by the GHSA.
- All teams must compete within their division.
- All teams must compete within their division. Should a team be unable to continue, and their routine is stopped, the Head Judge will determine when the team returns to the floor. They must compete within the rotation of the teams in their division. They cannot be placed in rotation during another division.
- Teams late to competition and arriving after their division has completed competing will not be allowed to compete. Exhibitions are not allowed.
- Teams incurring music issues should return to the floor immediately. The Head Judge and the Host will determine if a call will be made for **Delay of Meet.**
- Teams incurring injuries may be placed back in rotation or moved to the end of their division. The coach will determine if a substitute will step in and compete in the place of the injured team member or if the team competes without the team member. (*See rules for timing issues.*) For safety reasons, teams should be given an opportunity to return and go through warm-ups prior to competing again.



Coaching at a Competition

Certified - Areas

- Only certified school coaches and GHSA certified community coaches are eligible to assist teams in any part of the competitive area including warm-ups.
- Only **two (2)** coaches and the athletes should be in the warm-up area.
- Only **two (2)** coaches are allowed in the chairs in the competition area. All additional athletes must sit in the stands.
- A list of all coaches including certified community coaches is available through the GHSA. All coaches can be asked to submit credentials and identification. Coaches should be warned to have all credentials with them. Identification or the GHSA pass should be checked at the check-in area.
- The competition area includes the warm-up area as well as the performance floor.
- Gym staff cannot go into the warm-up area to spot tumbling and stunts unless they are one of the two identified coaches and hold community coach credentials.
- The use of outside spotters is prohibited. Any spotters must be included in the 16 performers.
- The GHSA does not allow for additional spotters in the performance area including warm-ups.

Rulings

- **All** decisions of the officials are final. The GHSA does **not** allow appeals.
- No reviews will occur of scores or videos from the competition of stunts or skills.
- A video filmed at practice may be reviewed for legality of a stunt or pyramid as executed in the video. The officials will determine the final call on all violations that occur on the competition floor.

Music

- At an invitational tournament, the music person may go through warm-ups, but tournaments should ensure the music person remains the same person throughout and has credentials to identify who they are. All alternates and additional coaches, as well as parents, should remain outside of the warm-up/competition area. The music person should not spot tumbling or stunts.
- At region/sectional/state tournaments the music person should go directly to the music area.

Medical Personnel

- All tournaments **must** have medical personnel present. The tournament host will determine the type personnel needed. It can be the host school trainer, an EMT, or other emergency personnel available to assist in an emergency.
- A team's trainer must remain with the additional coaches and will **not** be allowed to follow the team through rotations in warm-up for competition unless they are considered one of the two coaches.
- First aid and medical supplies should be available! This includes supplies to clean the mat due to bodily fluids.

Miscellaneous

- Schools needing taping for non-emergency situations should provide their own tape. The team should bring tape and other non-emergency medical supplies with them to the competition.



Announcer

- Will review procedures prior to the beginning of the tournament with the Head Judge and Tournament Director to review procedures prior to rotations beginning.
- Will follow the cues of the Head Judge.
- Will announce teams using the correct procedures as defined by the GHSA.
- Will be aware that cues must be used because of the possibility of Delay of Meet deductions.
- Will be in constant visual contact with the Head Judge throughout the competition and routines in the event the routine should be stopped due to injury.
- Here is the script the announcer must use and when to announce.

When	Announcer Script
Prior to the beginning of competition and following a break.	<i>"The GHSA and its member schools have made a commitment to promote good sportsmanship by student/athletes, coaches, and spectators at all GHSA sanctioned events. Profanity, degrading remarks, and intimidating actions directed at officials or competitors will not be tolerated and are grounds for removal from the event site. Spectators are not allowed to enter the competition area during warm-ups or while the contest is being conducted. Thank you for your cooperation in the promotion of good sportsmanship at today's event."</i>
	<i>Taking the floor now is _____"</i>
	<i>On deck is _____"</i>
	<i>In the hole is _____"</i>
Once the team is lined up behind the mat the announcer will announce	<i>" _____, You may take the floor."</i>
The announcer will then receive a signal from the Head Judge and will announce. <ul style="list-style-type: none"> • Must wait for a signal from the Head Judge. 	<i>" _____, You may begin."</i>



Sound Technician

- Will be responsible for supervising the set-up and operation of the sound equipment.
- Will be responsible for following all the directions of the GHS A procedures. The tournament host is responsible for providing and reviewing procedures with the sound technician.
- Will be responsible for explaining to the tournament host and coaches how the music system works.
- Will remind the coach or person playing music that they are responsible for starting and stopping the music during the competition.
- Will allow for the music person to practice placing the CD into the machine, starting the CD, and stopping the CD.
- The sound technician may insert the CD if needed and remove it if needed.
- Will assist the tournament host and the Head Judge in determining if an error in the sound system or if any performance issues are due to an error of the sound technician
- Will assist in the determination of the time the music or routine was stopped, in case of injuries, and in case of violations where the routine must be stopped.

Scorekeepers

- Review the Scorekeeping Section beginning on page 3-1.
- All sanctioned events are asked to use the electronic scoring. It may be used along with the manual scoring system.
- Contact the GHS A office or the Cheer Coordinator to obtain a copy of the GHS A Scoring computer program.



Section
3

Tournament Officials



Tournament Officials

GHSAA will assign the official's association for all sanctioned events. All tournament officials of GHSAA sanctioned competitions must be booked through the Booking Agent for an official's association. Members of an officials' associations may not book themselves as individuals. All officials must be booked through the Booking Agent representing the association.

Booking Agent

- Will provide all officials contact information and assignments to the tournament host and head judge.
- Will ensure there is an understanding of how to pay officials and how the pay will be handled.
- Will ensure the tournament host has or can locate all needed competition items:
- Panel A, Panel B, and Panel C score sheets; the Safety Infraction Sheet and Master Score Sheet
- A GHSAA Competition Guide and sticky notes, pens

The Judging Panel

- A panel of officials will consist of **7** officials.
- All officials, including the Head Judge, and their duties for a competition will be assigned by the Booking Agent.
- All officials will be knowledgeable of the score sheet; the Safety Infraction sheet; the GHSAA guide/rubric; and the NFHS and GHSAA Safety Rules. They will understand all aspects of the routine.
- The Head Judge will be knowledgeable of all GHSAA procedures, the Master Score sheet, and the Safety Infraction Sheet.
- The Safety Judge and Panel A will be knowledgeable of the NFHS Safety Rules; GHSAA Safety rulings on www.GHSAAcheerleading.com, and GHSAA guidelines/rules.
- The panel will consist of three subpanels. The table below represents the roles, responsibilities, and job of each official and panel.

Panel	Responsible Official	Responsibility and Job
Panel A	Official 1 & Official 2	<ul style="list-style-type: none"> • Responsible for scoring jumps, dance, cheer and overall composition. • Assist the Primary Safety Judge in determining violations and deductions which may have occurred during the routine.
Panel B	Official 3 & Official 4	<ul style="list-style-type: none"> • Responsible for scoring running and standing tumbling.
Panel C	Official 5 & Official 6	<ul style="list-style-type: none"> • Responsible for scoring primary partner stunts, secondary partner stunts, and pyramids.
Floor Safety	Official 7	<ul style="list-style-type: none"> • Primary Safety Judge and will confer with Panel A to determine deductions or violations that have occurred. • Will assist in the counting the number of team members performing jumps, running tumbling, and standing tumbling.

Officials Seating Chart

Below is the seating chart for officials and timer. Official 1 and Official 2 may swap seats.

Panel B		Panel A		Panel C	
Running & Standing Tumbling		Jumps, Dance, Cheer, ORC		Partner Stunts, Pyramids	
Official 3	Official 4	Official 1	Official 2	Official 5	Official 6
			Timer		



Keys to Scoring

- Be consistent and fair in all scoring. Evaluate teams fairly using the rubric.
- Do not compare teams. Only score the team based on the rubric and the performance that day!
- Do not consider last week's performance, ratings on social media, or what you have heard. Evaluate a routine based on the performance that day.
- Conversations at the table must be kept to a minimum. The Head Judge may ask that you review your scores if you appear to be out of line with her/his performance notes based upon the rubric.
- Do not try to persuade or convince another judge to score or to call a rule.
- All officials will score according to the rubric. Do not come up with your own formulas to scoring. Stay in the range defined on the rubric.
- Keep excellent notes! Since issues may not come up for several weeks, hold onto your notes till the end of the season. You may be asked to provide your notes so that discussions can be held with the Booking Agents, State Coordinator, and a coach.

Scoresheet Handwriting

- Make sure your scores can be read!
- Score in blue or black ink.
- Sign your score sheet and make sure your whole name can be read!
- If you make a mistake, **initial it**, strike through the score you wish to change **once** and write in the new score.

Scoring a Zero

- When a team does not perform a skill/element of the scoresheet, a score of zero may be given.
- The Head Judge will ask the panel involved to check their notes. The panel and the Head Judge must agree that the skill was not included in the routine.
- This will include jumps, tumbling, partner stunts, pyramid, dance, and cheer plus any required incorporations.



The Head Judge

Pre-competition

- Will be assigned by the Booking Agent.
- Will be assigned to Panel A.
- Will coordinate the panel and assist the Booking Agent to determine the area of expertise and judging assignments for each routine judge.
- Will remain in communication with the host school and tournament director communicating information to the panel and the Booking Agent as needed.
- Will have all needed competition items including the GHSA Competition Guide, NFHS Safety Rules book, sticky notes, as well as a clean copy of the Master Score Sheet, Safety Infraction Sheet and a clean copy of Panel A, Panel B, and Panel C score sheets in the event these forms must be used or needed for copying.
- Attend a pre-competition meeting with host as needed.
- Meet the score keepers, the timers, and the announcer/music person. Ensure they understand their **responsibilities** and the GHSA guidelines. Discuss confidentiality with each group.
- Remind the announcer/music person to follow the GHSA prescribed script – “In the hole _____, on deck _____ and performing now_____”. Then “You may take the floor” at your signal. See the Announcer section for more detail.
- Remind the score keepers you will sign the Master Score sheet prior to them making any copies.
- Review braces, cast, or uniforms as necessary, but do not review rules.
- Check all materials to make-sure they are available, current version, and everything is in order.
- Check competition order for any changes that may have occurred.
- Weekly – review www.ghsacheerleading.com to understand new interpretations and updated material. Share with the panel.
- Check your email the morning of the competition for any new interpretations or special emails from the State Coordinator and/or Booking Agent.
- Always conducts themselves in an appropriate professional manner.

During the competition

Once competition begins:

- Sit near the timer and signal when to start and stop the clock.
- Signal the announcer/music person when to bring the team on the floor and to begin the routine.
- Using the NFHS Spirit Rules book and the GHSA Guidelines determine with the cooperation of the Safety Judges what infractions may have occurred and sign-off on the Safety Infraction sheet.
- Ensure the Safety Judge records the rule number, page, or reference upon which the violation was based upon.
- Validate all rules violations immediately following the team’s performance.
- Will determine if the routine needs to be stopped due to an injury, sound problems, or other reason. After conferring with the Tournament Host who will address the options with the school coach, trainer/medical technicians, sound technicians, and/or other necessary personnel; the Tournament Host and Head Judge will determine the best way to proceed. They will consider if the order of appearance needs to be altered. They must also consider the time element and how long teams have waited. Time should be allowed for all teams in rotation to participate in their allotted rotational and warm-up activities. If too much time passes between the time of the injury and the next team in rotation, then all remaining teams should return to the warm-up area and rotate back through. This is for safety reasons.
- Will send all scores and safety infraction sheets to the scorer’s table after they have been checked and signed.
- Will review and ensure that the Master Score sheet(s) are complete and signed before they are copied for the coaches.
- Uses the GHSA Tracking sheet to ensure consistency and accuracy in scoring – Only Head Judge.



Following the Competition

- Will not communicate and respond to coaches' questions after the tournament. All coaches will be advised to contact the GHSA State Coordinator or the Booking Agent should questions arise. Parents should not approach any tournament personnel.
- Will refer all concerns and issues to the Booking Agent and/or State Coordinator immediately following any tournament.
- Complete all tournament report forms requested by the Booking Agent and/or the State Coordinator.

Routine Judges

Information

- Provide all contact information and background information to the Booking Agent and notify the Booking Agent of any changes in their information.
- Work with the Booking Agent by providing key data which will enable the Booking Agent to coordinate the assignments for all officials. Provide information concerning school contacts, site of employment, contact with gyms and schools, contact with teams, and other items which could affect the placement of an official.
- Provide all contact information and any required school forms (i.e. W-9) to the Tournament Host and/or Head Judge to enable the dissemination of competition information and to schedule payment.

Conflict of Interest

- Will withdraw from judging when conflicts of interest exist, or the possibility exist that an official may not be able to judge a team fairly. This would include, but not limited to, affiliation with any competing team or gym where the judge works, relatives competing any team or coaching a team, teams who are rival teams in an area school or gym, the parent of an athlete on a rival team or competing team. The Booking Agent will be provided this information and will determine if the judge has a conflict of interest or may remain on the judging list. Failure to disclose all/or any of the above information can lead to dismissal from judging.

Day of Competition

- Will know the GHSA guide/regulation and the NFHS rules concerning competition. Be prepared to judge in whatever position he or she is needed to judge.
- Will have all materials needed including the GHSA Competition Guide, NFHS Spirit Rules book, and other forms needed for competition along with pens, sticky notes, and paper to take notes on during the competition.
- Will be ready to call violations for sportsmanship, jewelry, inappropriate hair, hair devices, uniforms, shoes, glitter, and nails and indicate the team member who is in violation of these GHSA rules.
- Will be ready to identify boundary violation and infractions involving the performing surface.
- Any fall or error which occurs after the stunt or pyramid hit the highest point will not count against the team. The officials will determine if the stunt or pyramid hit long enough to count as an executed skill.
- Will use the appropriate guide when scoring the team and remain consistent in scoring.
- Will always sign the score sheet legibly with the full name where it can be read.
- Will always dress and conduct his or herself in an appropriate professional manner.



The Safety Judge

Preparation

- Will know the NFHS Spirit rules and interpretations with the expectations of the GHSAA.
- Will maintain up-to-date knowledge of all situations and rules. Review www.GHSAAcheerleading.com for rules interpretations and updates on a weekly basis during competition season.
- Will know the Safety Infraction Sheet and the guide for calling violations.
- Will carry the NFHS Spirit Rules book and the competition manual with them to the competition along with pen and paper to take notes.

Basics

- To call a violation the officials must be able to identify the specific rule that has been violated and where it occurred during the routine.
- The primary safety judge will maintain notes on all violations.
- All teams will be warned of any concerns or possible rules violations that have not been called so that the coach may question and attempt to correct any issues prior to the next competition.

Day of Competition

- Will specifically watch for and call violations for safety, boundary, and illegal performances.
- Will walk the floor on either side of the mat, but not behind the mat, to observe safety violations that may occur.
- Will assist in counting the number of team members performing and assist in counting the number of team members tumbling/stunting/jumping.
- Will meet with Panel A immediately after the team performs to determine violations. The Head Judge will coordinate the discussion and it will **not** consist of a debate.
- Will record the routine time on the infraction sheet.

Citing Violations

When the Head Judge and the **two** Safety Judges have determined that a violation has occurred, **the officials must cite the rule number from the NFHS Spirit Rules book, the GHSAA Cheerleading Guide, and/or the GHSAA Constitution and By-Laws.**

- To call a major violation, two of the three officials must be in total agreement that the violation occurred.
- The location of skills violations must be marked in the block of time it occurred on the Safety Infraction Sheet; this **includes** warnings. Boxes are provided at the top of the page for the officials to provide information concerning all safety violations, falls, and out-of-bounds.
- The page or the rules and section should be listed on the Safety Infraction Sheet.
- If the Officials cannot cite the rule or identify the violation, they **should only** give a warning!
- Records should be maintained by the Head Judge and all Safety Officials on the location of all violations and warnings; when/where it was observed for potential inquiries.
- **When calling rules, only call what you saw! Do not read into a rule.** When in doubt and if there is not an agreement on what was seen, or the rule cannot be identified, then do not make the call. Only warn the team!

Safety - All Officials

- All out-of-bounds, uniform violation, loss of shoes/hair devices, jewelry violation, etc. can be called by any one judge. Warnings are not given for these types of violations. They are called. The Head Judge should be informed by any judge on the panel who identifies a possible violation.
- *See the Deductions topic in the Scoring and Deductions section for detail information.*



Timer and Timing Guidelines

The following outlines when the timing of a routine begins and ends.

- The timing of the routine will begin with the first movement, first word, or first musical sound in the routine.
- Teams may not come onto the floor chanting or cheering in an organized fashion. They may enter the floor and leave the floor showing spirit.
- The timing of the routine ends with the last motion or word of the routine.
- If a routine ends with a stunt or pyramid, the timing will end with the highest point of the stunt or pyramid.

Music Considerations

- The length of the routine shall be **two minutes and thirty seconds (2:30)**; however, there is no limit of how much of that can be music. Music may be a part of the entire routine but should not exceed the two minutes and thirty seconds.
- Principals and/or Athletic Directors must review the music to be used for the school's routine. Music cannot contain profanity, suggestive and inappropriate language.
- Music in poor taste will result in a **sportsmanship deduction of ten points**.
- The music (CD) should be furnished by the school and labeled with the school name. The coach should maintain **two** copies. Both copies should be with the coach in the competition area.
- All music should be of professional quality. It is suggested that all music be recorded on CD-R discs. The use of paper labels is not recommended. A soft sharpie marker should be used to write the name of the school on the disc.
- Competitions cannot be responsible for music played off an iPad and/or phone. There are issues with start times and phones ringing in the middle of the performance. Should these occur, they will be determined to be **delay of meet deductions** and the team will remain on the floor to begin where they were in the routine. The team will not be allowed to start over.

The Timer

- The timer will work with the judging panel and time the routine following GHSA procedures in timing.
- The timer will meet with the Tournament Host and the Head Judge to review instructions.
- Prior to the beginning of the competition the timer will check all stop watchers/clocks to make sure they are operational.
- The timer should sit by the Safety Judge and help to maintain the Safety Infraction Sheet by assisting in the recording of the time a violation occurs.
- The timer will verify the exact time that a routine stops and verify start times with the officials when a routine has been stopped for any reason.
- The timer may confer with the sound technician concerning the time a routine was stopped or an injury occurred if there are any concerns with the clock. If the sound technician has no way to monitor time, then the Head Judge and the Safety Judge will determine the starting point for judging of the remainder of the routine.
- The timer will ensure the routine time is recorded on the Safety Infraction Sheet.
- After a reasonable time and if a team has not reported to the competition floor, the rotation will continue, and the team will be eliminated from competition.
- The Tournament Host is responsible for communicating any issues which may be occurring in warm-ups to help prevent the elimination of a team.



Mechanical Failure

If needed, when a mechanical failure occurs during the music portion of the routine, the Head Judge will determine when the error occurred, the time it occurred, at what point the routine/music stopped, and when the scoring stopped.

- The routine should continue at this point with no altering of the rotation.
- The Head Judge and Timer will then determine a signal to let all officials know that they are to begin wherein their scoring will resume.
- The Head Judge will provide instructions to the panel.

Timing Infractions

Good judgement should be used when calling overtime violations. If a team is five seconds or less over the time limit, consideration should be given to when the clock was stopped, and the Head Judge may select not to impose a penalty.

- Timing infractions occur for overtime of the competition routine or delay of meet.
- **Overtime of competition routine:** For each 15-seconds, or portion thereof, a **five (5) point deduction** is assessed.
- **Delay of Meet:** There will be a **five (5) point deduction** for delay of meet.
- There will be a **five (5) point delay of meet deduction** if a team fails to line up at the mat when the announcer calls the name of the team.
- A team will have thirty (30) seconds to line up at the mat. Teams must be in position to begin the rotation for competition and ready to perform when their name is called.
- Teams must have music ready to begin the routine. It should be cued prior to coming to the floor.
- A team has thirty (30) seconds to begin once the announcer says, "*You may begin.*". "*You may begin.*" must be stated upon the signal of the Head Judge.



Injury/Accident Guidelines

- The tournament host should have a list of emergency telephone numbers such as paramedics, hospitals, doctors available in the area. An emergency plan should be in place and all tournament personnel aware of the plan and procedures.
- When an emergency or injury occurs the host and officials should stop the competition until the injured person can be removed from the warm-up mat or the competition floor.
- The same procedures that are followed for a mechanical (music) failure or other routine stopping event will be followed in performing, timing, and scoring of the routine.
- Correct procedures should be followed in the handling of the injury and the resuming of the competition.
- An injury can result in a change in the order of appearance. All teams must compete within their division.
- Teams must be allowed to warm-up and the rotation should be adjusted so that teams' warm-up prior to competing on the floor. The Host and Head Judge will determine how long teams had to wait and how to resume. If an extended amount of time was taken, then the teams will be backed up and rotate through the warm-ups again.
- The coach must determine if the team will proceed, withdraw, or use a substitute. The coach must notify the Tournament Host and the Head Judge of their decision.
- After an injury has occurred, the tournament host will consult with the Head Judge to determine the order of rotation and when the team with the injury will return. Should the team with the injury select to compete again the Head Judge will determine the start time for judging the routine and follow timing rules. *See the Timer Section of the manual.*
- An athlete who exhibits signs, symptoms, or behaviors consistent with a **concussion** (examples - such as a loss of consciousness, headaches, dizziness, confusion, or balance problems) shall immediately be removed from the contest and shall not return to play until cleared by the appropriate health-care professional. (*NFHS Spirit Rules: 2-1-18; Refer to NFHS Suggested Guidelines for Management of Concussions*) Coaches are responsible for the following safety guidelines for all athletes on the team.
- Using the professional judgement of the medical personnel on sight the Tournament Host under the guidance of the Head Judge will not allow a team member who has experienced unconsciousness to return to the floor without the written consent of a physician.
- Severe injuries of any kind are considered extremely serious and a team member who has experienced a serious injury should **not** return to the floor or compete. The appropriate medical action should be taken, and the emergency plan put into place. A substitute may be sent in for the injured team member. *Refer to NFHS Spirit Rules: 2-1-18*
- A team member who has a minor injury should not be allowed to return without the release of the medical personnel who are on site.
- Team members who are bleeding, have an open wound, or have excessive amounts of blood, may not participate in any event until the appropriate treatment is administered and the uniform and/or body has been cleaned. *Refer to NFHS Spirit Rule: 2-1-17*



Section

4

Scoring and Deductions



Scorers and Scorekeeping Guidelines

The Scorers will meet with the Head Judge prior to the competition to review procedures and guidelines for scoring.

- A competition may select to score manually or computerized.

Computerized Scoring

- The competition must use the program provided by GHSA. You may request the program from GHSA. Competitions cannot create their own programs.
- All scorekeepers using the computer program must be trained in advance and not the day of the competition.
- Teams competing, and the order of competition should be entered into the program prior to the actual competition.
- Competitions must provide computers and a back-up system should any issues arise.
- Directions must be followed.

Keys to Computerized Scoring

Step	Action
1	Macros must be enabled to run the program properly. You must Enable Editing and Enable Content .
2	The Excel file is a Read Only file. The user will have to Save As a new file name. It is recommended that you open the Read Only file and immediately Save As the competition name <u>plus</u> the classification. <ul style="list-style-type: none"> • Naming examples: South GA Classic – A Private; South GA Classic – A Public; South GA Classic – AA; South GA Classic – AAAA
3	Important: Save after entering each team’s scores.
4	Recommended: Only have one file/division open at a time. <ul style="list-style-type: none"> • If you are running a competition and alternating between divisions – it would be wise to have multiple computers. • Example: Your competition order is AA - Team #1, AAA - Team #1, AAAA - Team #1, AA - Team #2, AAA - Team #2, AAAA - Team #2. You would need 6 computers. There would be 3 main computers each connected to a printer for each division and one back up for redundancy.
5	Suggestion: Remove the Formula Bar to minimize mistakes. You can do this by selecting the View tab on the top menu bar in excel.
6	Excel will <u>not</u> calculate unless you advance to the next cell by pressing enter . <ul style="list-style-type: none"> • If you select a cell with your cursor to edit a score, you must press enter to advance to the next cell. This will allow Excel to calculate the adjusted score.
7	Deductions: You do not have to enter a (-) negative sign before the number. <ul style="list-style-type: none"> • Example: A team has 5 points taken off for a fall – the user would just enter a 5 in Deduction total for that team.
8	Tie Breakers: The program automatically breaks the ties. (<i>See Breaking Ties</i>).



Electronically Keeping Score

The Scorers will follow GHSA procedures when adding the score sheets. The max score possible is 107.

Preparing the Spreadsheet

Step	Action
1	Open the GHSA Scoring file, then Save As with the appropriate naming convention. <ul style="list-style-type: none"> • Macros must be enabled to run the program properly.
2	Remove the formula bar, then go to the Instructions tab to read all the preliminary steps to ensure program works properly.
3	If using an old file: Click on the Prepare Book button at the top of the book. Once you have performed this step, confirm school names no longer appear across the bottom of the page. <ul style="list-style-type: none"> • When you click on the Prepare Book button, all previous entries in the spreadsheet is deleted.
4	Click on the School tab, then type the name of each school competing and press enter after each. <ul style="list-style-type: none"> • The cursor will move to the next appropriate number and the name of each team appears in competing order on the tabs. • Confirm you have entered in the correct competing order in the numerical spaces. • Prior to entering scores correction can be made later if needed.
5	Click the Lock School Names button, then click the Results tab to enter the appropriate information at the top – Date, Division and Head Judge.
6	Click the Calculate Rankings button to display competing names in the order of performance on the form. <ul style="list-style-type: none"> • Review or print the order to ensure the order and every school is entered correctly.

Entering Scores

Step	Action
1	Each individual panel's sheet will be entered, making sure all areas are scored.
2	Click on the tab with the name of the school. <ul style="list-style-type: none"> • The page to enter their scores will appear.
3	Enter Panel A, Panel B, Panel C scores, and Deductions; respectively. <ul style="list-style-type: none"> • Press enter after each entry including the deduction to move the cursor to the next appropriate box. • The computer will automatically add, subtract, and average as needed.
4	Verify all scores entered for the competing team, click the Return to Results button. <ul style="list-style-type: none"> • You are taken back to the Results page. • Click the Save icon at the top to save the spreadsheet.
5	Click the Calculate Rankings button to copy the scores from the individual tab to the Results tab. <ul style="list-style-type: none"> • Each competing team's score is added, and their ranking is placed on the page.
6	When the division is complete, print the results and this will serve as your tally sheet.



Manually Keeping Score

The Scorers will add all officials' scores and record totals on the Master Score Sheet and on the individual officials' score sheets. The Scorers will follow GHSAA procedures when adding the score sheets. The max score possible is 107.

Step	Action
1	Each individual panel's sheet will be tallied, making sure all areas are scored.
2	The Scorers will transfer the Panel A, Panel B, and Panel C's Subtotal scores to the Master Score Sheet to the specified boxes.
3	The Scorers will add Panel A Subtotal, Panel B Subtotal, and Panel C Subtotal to obtain the Master Score Sheet Subtotal for the team.
4	Deductions from the Safety Infraction Score Sheet will be added and recorded on the Master Score Sheet. The deductions will be taken from the Teams' subtotal to obtain the Total score.
5	The Master Scorekeeper will enter the placement on the Master Score Sheet for each division then sign it.
6	The Head Judge will review and validate placements on the Master Score Sheet, then sign it.

Breaking Ties

Use the table below to break ties. When using the computerized method of scoring, the program automatically breaks Tie Breaker A and Tie Breaker B.

Tie Breaker	Action						
A	If a tie occurs, then perform the following.						
	<table border="1"> <thead> <tr> <th>Step</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Add all execution (EXE) scores for each skills area (<i>Jumps, Running Tumbling, Standing Tumbling, Partner Stunts, Secondary Stunts, Pyramids</i>).</td> </tr> <tr> <td>2</td> <td>The team with the highest score breaks the tie and determines the order of placement for the tied teams.</td> </tr> </tbody> </table>	Step	Action	1	Add all execution (EXE) scores for each skills area (<i>Jumps, Running Tumbling, Standing Tumbling, Partner Stunts, Secondary Stunts, Pyramids</i>).	2	The team with the highest score breaks the tie and determines the order of placement for the tied teams.
	Step	Action					
1	Add all execution (EXE) scores for each skills area (<i>Jumps, Running Tumbling, Standing Tumbling, Partner Stunts, Secondary Stunts, Pyramids</i>).						
2	The team with the highest score breaks the tie and determines the order of placement for the tied teams.						
B	If a tie remains after completing Tie Breaker A, then perform the following.						
	<table border="1"> <thead> <tr> <th>Step</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Add the cheer, dance, and ORC.</td> </tr> <tr> <td>2</td> <td>The team with the highest scores breaks the tie and determines the order of placement for the tied teams.</td> </tr> </tbody> </table>	Step	Action	1	Add the cheer, dance, and ORC.	2	The team with the highest scores breaks the tie and determines the order of placement for the tied teams.
	Step	Action					
1	Add the cheer, dance, and ORC.						
2	The team with the highest scores breaks the tie and determines the order of placement for the tied teams.						
C	If a tie remains after completing Tie Breaker A and B; the officials will determine the order of placement for the tied teams.						

COMPETITIVE CHEERLEADING MASTER SCORE SHEET



CLASS/ REGION		TOTAL NUMBER OF SQUADS		PAGE	
				___ of ___	
<i>The Subtotal is Panel A Subtotal, Panel B Subtotal, and Panel C Subtotal added together.</i>					
	TEAM ___	TEAM ___	TEAM ___	TEAM ___	
SCHOOL					
Panel A Subtotal					
Panel B Subtotal					
Panel C Subtotal					
SUBTOTAL					
Deductions					
TOTAL SCORE					
PLACEMENT					
	TEAM ___	TEAM ___	TEAM ___	TEAM ___	
SCHOOL					
Panel A Subtotal					
Panel B Subtotal					
Panel C Subtotal					
SUBTOTAL					
Deductions					
TOTAL SCORE					
PLACEMENT					
HEAD OFFICIAL'S SIGNATURE			SCORE KEEPER'S SIGNATURE		



Deductions

The Competitive Cheerleading Safety Infraction Sheet is for safety sheet infractions and warnings only. A team may have a deduction due to an NFHS or GHS A safety infraction. Do not write personal comments on the Competitive Cheerleading Safety Infraction Sheet.

2 Point Infractions – NFHS/GHS A

Two (2) points per each individual violation will be incurred and may be called by any official on the panel.

2 Point Safety Violations
<p>When beginning with a stunt or pyramid, the team may set and prepare to build prior to beginning the routine. Only at the beginning of the routine, a flyer must have one foot on the floor ready to begin the stunt and in preparation of the signal to begin. Routines cannot begin in a stunt per GHS A rules.</p> <ul style="list-style-type: none"> It is a 2-point deduction per top person who does not have one foot on the floor.
<p>Tumbling outside of a routine is illegal and will result in a violation as well as a penalty. If the team member tumbles while coming on the floor, time will begin when the team member tumbles. A team member cannot tumble on or off the mat. It will be a GHS A violation.</p> <ul style="list-style-type: none"> It is a 2-point deduction per team member who tumbles outside of the routine.
Loss of hair devices, loss of hair pieces, or inappropriate hair pieces, inappropriate fingernails, untied shoestrings, jewelry, glitter, etc.
Items from the above list that interfere with the execution of a skill.
Inappropriate uniform. Failure to follow GHS A and NFHS rules.
Beginning the routine off the mat.
Boundary violations – stepping out-of-bounds.
Falls to the floor.
<p>Unsafe performing surface – Loss of shoe or loss of hair device:</p> <ul style="list-style-type: none"> Should a performer step on the bow or walk over a bow or other item it is not a violation. However, if the performer executes a skill(s); such as tumbles, jumps or stunts/builds pyramid; onto the bow, hair device, shoe, pom etc., it is a violation. The loss of a shoe or another part of the uniform would be considered a violation of NFHS Rule 3-1-2. Shoes must remain tied and, on the foot, to be considered safe and an appropriate uniform. An official may call an untied shoelace as a violation of this rule. Untied shoes laces or loss of shoe will result in an unsafe uniform violation.
Inattentive spotter. Only <u>one</u> official is needed to call this violation.
Only call shoes that are inappropriate for cheer. Cheerleaders may have on various types of shoes. For example, it is okay if some of the squad chooses to wear high top cheer shoes and the other part of the team wears regular cheer shoes.

Boundary Violations

The entire mat is considered the performing surface/competition floor. A white or blue line of tape may be placed around the outside of the entire mat to indicate the edge of the mat.

- If mats are of unequal length the entire mat is still the performing surface and the boundary tap around the outside of the mat does not define the performing surface.
- Any body part, including the entire shoe which steps off the mat will be considered out-of-bounds.



Hair Violations

The key to calling any hair violations is that the hair must interfere with the execution of the skill or cause an issue on the performing surface (*NFHS 2-1-7*). Stunt can refer to stunting, pyramids, and tumbling.

- The officials will make the final determination in how to score the issues created by hair.
- A ponytail touching the back of the neck and back, including the shoulders would not be a violation unless it interfered with the execution of the skill.
- If a team member runs into another team member while tumbling and it is felt the hair caused the issue, then a violation may be called.
- If a flyer steps on a base's hair or a base, tangles her hand in the hair while stunting, then a violation may be called.
- Any judge may call a violation if a team member, tumbles, jumps, or builds a stunt on the hair device or piece. It is unsafe performing surface. Stunts would include all members of a stunt group including the spotter.
- If a member drops a hair bow or hair piece and it falls on the floor for safety reasons a team member may pick it up and throw it off the floor or away from the performance area.
- This would not be a violation for floor safety. However, it is a two-point deduction for an unsafe uniform.
- If the team member steps onto the bow but is not executing a skill it would not be a violation.

Hair Device Violations

Hair devices are considered unsafe when they come off, untied, or fall on the floor. Several rules may be involved when a hair device is considered unsafe. This is a one-time call no matter which rule the judge selects to call.

NFHS Rule	Violation	Deduction Amount
2-1-5	A hair bow or hair piece comes out and falls to the floor. For safety reasons, the team member may reach down and pick up the bow. The bow may be tossed from the competition area. Loss of hair device	2 points
2-1-7a	A team member drops a hair bow or hair piece and the team then stunts on, dances on, jumps on, etc. the bow then the performing surface will be considered unsafe.	2 points

Fingernail Clarifications

When does the length of the nail constitute an inappropriate nail?

- The color of the nails is a coaching decision. Colors can become distracting and so motions, violations, etc. are much easier to see from an official's perspective.
- The nails need to be safe. If you can see the nail over the tip of the finger, then it becomes a safety issue.

Falls

A stunt group is dependent on one another to perform or execute the element/skill and must work as a team, it will be considered one fall whether one member of the stunt group or more falls. The same would be true of a stunt group in a pyramid.

Partner Stunt/Toss

- Because each of the members of the stunt group are interdependent, if the group has a fall it will be considered **one** fall.
- If all three or four team members of the stunt group fall to the floor it is still would be one fall.

Pyramid

When determining the number of falls in a pyramid, consider the number of possible stunt groups that may fall. Here are a couple of examples.

- If one side of a pyramid falls, it is one fall.
- If two sides fall or a center and the side, it is two falls.



5 Point Infractions– NFHS/GHSAA

Type	Violation
Violations of stunting rules	Rule 3 Section 2 – 10 located in the NFHS Safety Spirit Rules Book.
Delay of Meet	<i>See Timing Infractions</i> - Delay of Meet instructions in the <i>Timer and Timing Guidelines</i> section of this manual. A team failing to report for rotation may be removed from rotation and will not be allowed to participate in competition.
Timing Infractions involving routine timing or music timing	<ul style="list-style-type: none"> • <i>See Timing Infractions</i> – Routine Timing instructions in the <i>Timer and Timing Guidelines</i> section of this manual. • 5 points per each 15-seconds.

10 Point Infractions – NFHS/GHSAA

Type	Description
Sportsmanship	<p>As defined by the GHSAA acts of sportsmanship will be a 10-point deduction per act. The new rules specifically give the officials the responsibility for calling unsportsmanlike acts through the competition time.</p> <ul style="list-style-type: none"> • Music cannot contain profanity, suggestive and inappropriate language. Music in poor taste will result in a sportsmanship deduction of ten points.

Disqualifications

DQ	Description
1	Too many team members
2	Illegal substitutions
3	Ineligible student participating on the team.
4	<p>Unauthorized props (Props will be defined as the use of any item other than pom-poms to initiate crowd response.)</p> <ul style="list-style-type: none"> • No part of a uniform may be used as a sign, to include briefs, socks, items worn as a part of the uniform or under the uniform such as T-shirts. • No signs allowed.

All scores are final. There is no protest.

Competitive Cheerleading Safety Infraction Sheet



TEAM		COMPETITION	
CLASS/REGION		DATE	

Indicate in the correct time box below when and where on the mat the infraction occurred by using the correct symbol or combination of symbols.

PS – Partner Stunt	T – Tumbling	PY – Pyramid	X – Fall	O – Out-of-bounds	W – Warning
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0 to 30 sec.	30 sec. to 1 min.	1 min. to 1:30 min.	1:30 to 2:00 min.	2:00 to 2:30 min.

FRONT OF MAT

2-POINT INFRACTIONS

NFHS – Rule 2 Section 1; Rule 3 Section 1 and 2; GHSA Performance violations

Hair, hair pieces/devices, nails, shoelaces, jewelry, glitter.

Improper uniforms, unsafe performing surface, inattentive spotter, tumbling outside the routine, top person **not** beginning with one foot on the floor, etc.; Minus **2** points each

RULE NUMBER

QTY

TOTAL DEDUCTION

Rule: __ Sect: __

Rule: __ Sect: __

Rule: __ Sect: __

FALLS: Total for tumbling _____; Total for stunting _____

OUT-OF-BOUNDS

5-POINT INFRACTIONS

NFHS – Rule 3 Sections 2 – 10; Safety Infractions; Minus **5** points each

RULE NUMBER

QTY

TOTAL DEDUCTION

Rule: __ Sect: __

Rule: __ Sect: __

Rule: __ Sect: __

DELAY OF MEET

TIME OF ROUTINE: _____

TIMING INFRACTIONS
(5 points per 15 seconds or
portion over)

_____ seconds over

10-POINT INFRACTIONS

NFHS – Rule 2 Section 2 - Sportsmanship; Minus **10** points each

RULE NUMBER

QTY

TOTAL DEDUCTION

Explanation:

DISQUALIFICATIONS

GHSA – Too many team members; illegal substitution; or unauthorized props (briefs, socks, T-shirts, or any other items that may be used as signs)

Explanation:

WARNING(S): Include Rule Number & Section

Head Judge _____

Table Safety _____

Floor Safety _____

GRAND TOTAL



Section
5

Officials' Scoring Instructions & Rubrics



The key to this rubric and scoring system is to perform within the means of the squad's skill level, execute all skills soundly, and score high in the execution categories.

Definitions

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

Total Team Minus

The Total Team members performing the skill is used to determine the DOD in jumps, standing and running tumbling.

The following table identifies the number of team members who are not required to perform the skill.

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.

Check Boxes

Check boxes on the score sheet defines the areas for improvement for a team's execution scores. This provides coaches with information to assist them on working to improve their execution scores week-to-week.

- Make sure that the boxes you check match your score.



Jumps should be performed as a team.

- Squads may complete jumps connected to tumbling. However, the jumps will be scored in jumps and the tumbling portion will be scored in standing tumbling.

Definitions

Term	Description
Combo	Connected jumps without a pause in between. All approaches within the jumps must use a whip approach to be connected. <ul style="list-style-type: none"> • A double toe touch. • A toe touch, pike, hurdler that are all connected.
Variety	Involves different jumps <ul style="list-style-type: none"> • A right herkie, toe touch, left herkie all connected would complete the 3-jump triple combo requirement.

Level of Jumps DOD

Jump Level	Description	DOD
Basic	tuck jumps, spread eagles, banana jumps	1-2
Advanced	herkie, hurdler, pike, double nine, toe touch	2-6

Cheer

Cheer Requirements

- A minimum of **3** eight counts of cheer with an incorporation(s).
- The entire team must participate in cheer to be eligible to receive **maximum** points.
- Athletes must say the words in the cheer.
- 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

Dance

- To be eligible to receive the **maximum** points, **all** must dance the entire **four (4) eight** counts.
- Dance should have level changes, transitions, footwork, and floor choreography to max out.
- Lifts and rolls are permitted as part of the choreography.

Overall Routine Composition

Overall routine will be evaluated on the following criteria:

- Showmanship, energy level, excitement, crowd appeal, uniformity, genuine enthusiasm, and the athletic sportsmanship.
- A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal. (*Source: Varsity All Star Scoring guide*)



Panel A – Jumps/Cheer/Dance/ORC Rubric

Jumps						
DOD	1	2	3	4	5	6
				<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>
	Triple combo of 3 different advanced jumps. Must be connected.					
		<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>		
	Double combo advanced jumps with variety or triple combo advanced jumps with no variety.					
	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>				
	Single or non-connected basic jumps.					
EXE	1-2	3-4		5-6		7-8
	Below average technique, poor form, and timing missed jumps. Majority dropping chest, bent legs, flexed toes, and bad landings	Average technique and form, very little timing off. Very few missed jumps. Some dropped chest, flexed toes, and bad landings		Above average technique and form, good timing. No missed jumps no dropped chest, flexed toes, or bad landings		Excellent technique and form, perfect timing. No missed jumps. no dropped chest, all toes pointed, perfect landings
Cheer						
DOD	1-2	3	4	5		
	Less than majority squad incorporations. Basic transitions, lacking complexity. Slung motions, words not said by entire team. Little creativity and lacking visual.	Half squad to full squad incorporations. Intermediate transitions. Majority sharp intermediate/advanced motions, words said by most of the team. Moderate creativity and somewhat visual.	Majority to full squad incorporations. Advanced transitions. Sharp advanced motions, words said by entire team. Creative and visual.	Full squad incorporations. 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, not 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. Below average routine layout, choreography with skills and use of the floor space. Little to no creative formations, transitions, no moments of innovative, visual, and intricate choreography. Below average level of energy, excitement, enthusiasm, and showmanship.	Average overall impression and cleanliness of routine, pacing throughout. Average routine layout, choreography with skills and use of floor space. Few creative formations, transitions, moments of innovative, visual, and intricate choreography. Average level of energy and excitement, enthusiasm, and showmanship.	Clean routine and good overall impression. Good pacing throughout. Solid routine layout and good use of choreography with skills and of floor space. Some creative 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. Solid routine layout and excellent use of choreography with skills and use of floor space. Creative formations and transitions. Innovative, visual, and intricate choreography. Highest level of energy and excitement. Genuine enthusiasm and showmanship.		

COMPETITIVE CHEERLEADING OFFICIAL'S SCORE SHEET

PANEL A – JUMPS/CHEER/DANCE/ORC



SCHOOL				NUMBER ON SQUAD	CLASS/REGION	PANEL
						A
JUMPS						
Areas of EXE Improvement						SCORE
<input type="checkbox"/> Landings	<input type="checkbox"/> Height	<input type="checkbox"/> Form	<input type="checkbox"/> Synchronized	DOD	6	
<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	EXE	8	
CHEER/CHANT						
Areas of EXE Improvement						Decimal of .5 permitted
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Add Motions	<input type="checkbox"/> Formations	<input type="checkbox"/> Synchronization	DOD/ EXE	5	
<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			
<input type="checkbox"/> Pace	<input type="checkbox"/> Timing	<input type="checkbox"/> No Incorporations				
DANCE						
Areas of EXE Improvement						Decimal of .5 permitted
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Rhythm	<input type="checkbox"/> Motions	<input type="checkbox"/> Synchronization	DOD/ EXE	7	
<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			
<input type="checkbox"/> Showmanship	<input type="checkbox"/> Intricacy	<input type="checkbox"/> Involve Total Team				
OVERALL ROUTINE COMPOSITION						
Areas of EXE Improvement						Decimal of .5 permitted
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Flow/Pace	<input type="checkbox"/> Use of floor	<input type="checkbox"/> Synchronization	EXE	7	
<input type="checkbox"/> Crowd appeal	<input type="checkbox"/> Clean up	<input type="checkbox"/> Variations	<input type="checkbox"/> Intricate choreography			
<input type="checkbox"/> Energy	<input type="checkbox"/> Innovative	<input type="checkbox"/> Formations	<input type="checkbox"/> Structure/layout of routine			
<input type="checkbox"/> Showmanship	<input type="checkbox"/> Transitions					
SUBTOTAL SCORE						
OFFICIAL 1 SIGNATURE		OFFICIAL 2 SIGNATURE				



Panel B - Tumbling

The officials need to see what the Squad can do as a team.

- Teams should tumble in sections of the routine as a squad and not randomly throughout the routine.
- If squads reuse/repeat the same tumbler, officials will not be able to distinguish what the squad can do as a group.
- An official will assume that if an athlete performs a higher-level skill, then that athlete can also perform the lower level skill and give credit for that skill.
- Split the floor with your partner and use the floor safety to verify your numbers.

Examples

- If an athlete performs a round off back handspring full, then an official must assume that the athlete can also perform a round off back handspring tuck or layout.
- If an athlete performs a standing tuck, an official must assume that the athlete can also perform a standing back handspring.

Definitions

Term	Description
Standing Tumbling	A tumbling skill (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. (Source: <i>usasf.net</i>)
Running Tumbling	Tumbling that is performed with a running start and/or involves a step or a hurdle (etc.) 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: <i>usasf.net</i>)
Entry	Officials will watch the entry into the skill. <ul style="list-style-type: none"> • Cartwheel: Defined as standing tumbling because that is what initiates the skill. • Round-off: Defined as running tumbling because of the momentum it generates. • A step hurdle into a cartwheel will be judged as running.
Full through to Full	A team member performing a full through to full tumbling pass will count as <u>2</u> fulls. <ul style="list-style-type: none"> • Two (2) will be the maximum credit given per athlete.
Specialty Pass	Running tumbling across the mat that contains skills from the following during the pass. <ol style="list-style-type: none"> 1. Contains possibly: back handspring, step outs, whips, Arabians, front walk-over/handspring, aerial, or punch front 2. Ends: A tuck or higher.

Execution – Fall

When a team member executes a back-handspring with the hands touching the floor the judge cannot assume that the team member intended to execute a tuck. Placing one's hands on the floor during the execution of a tuck is not a fall to the floor. It is an execution error. Based on how the skill is executed, it may be scored as a back-handspring. When tumbling, a fall is considered a fall to the floor when the tumbler lands on their legs, knees, back, head, rear, elbows, and so on, that was not considered a part of the original landing.



Credit Examples

Scoring will lack accuracy if elements are scattered out in several segments of the routine. These examples apply to both running and standing tumbling. The tumbling DOD for a routine is not cumulative

Team	Example	The officials give credit for...
A	A team executes 3 standing fulls on the 2nd eight count of the routine, then during the 10th eight count into the routine the team executes 15 standing tucks and 1 standing full.	3 standing fulls, not 4, plus 15 standing tucks.
B	A team executes 2 standing fulls on the 3rd eight count of the routine. Later in the routine, the team executes 1 standing full and 15 standing tucks.	2 standing fulls, not 3, plus 15 standing tucks.
C	A team executes one standing full in the first eight count of the routine. 15 eight counts later, the team executes 3 back handsprings-to-fulls and 12 standing tucks.	3 back handsprings-to-fulls, plus 12 standing tucks. Not 4 fulls.
D	A team executes 2 running fulls-through-to-fulls (total of 4 fulls) in the 2nd eight count of the routine. 12 eight counts later, the team executes 2 round-off handspring fulls and 14 round-off handspring layouts.	4 full plus 14 layouts.
E	A team executes 1 round-off full in the 1st eight count of the routine. 7 eight counts later, the team executes 3 round-off fulls and 13 round-off tucks.	3 fulls plus 13 round-off tucks.



Panel B – Standing/Running Tumbling Rubric

Standing Tumbling						
DOD	1	2	3	4	5	6
	Forward rolls, back extension rolls, standing cartwheels.			<u>Total Team # - 6</u> Tucks or handspring tucks or handsprings to layouts including 1 standing series to full/ standing full.	<u>Total Team # - 4</u> including 2 standing series to full/ standing full(s).	<u>Total Team # - 2</u> including 3 or more standing series to full/ standing full(s).
				<u>Total Team # - 4</u> Tucks and/or handspring tucks or handsprings to layouts.	<u>Total Team # - 2</u>	
		<u>Less than majority</u> Handsprings, Tucks or handspring tucks or higher skill.	<u>Majority</u>	<u>Total Team # - 0</u> Handsprings		
EXE	1-2	3-4	5-6	7-8		
	Poor form, technique, and timing, many bent legs/bodies	Average form, technique, and timing, very few bent legs/bodies	Above average form, technique, and timing, minimum bent legs/ body	Excellent form, technique, and timing, no bent legs/body		
	5 or more hands-down/bust, many multiple steps w/ many unsteady landings	3-4 hands-down/bust, many multiple steps w/ some unsteady landings	1-2 hands-down/bust, multiple steps w minimum unsteady landings	No missed tumbling/bust, minimum steps w/ solid landings		
Running Tumbling						
DOD	1	2	3	4	5	6
	Running cartwheels and round-offs.			<u>Total Team # - 6</u> Round off tucks or handspring tucks or layouts or specialty passes including 1 full.	<u>Total Team # - 4</u> including 2-3 fulls.	<u>Total Team # - 2</u> including 4 or more fulls.
		<u>Total Team # - 6</u>	<u>Total Team # - 4</u> Round off tucks and/ or handspring tucks.	<u>Total Team # - 2</u>	<u>Total Team # - 0</u>	
		<u>Total Team # - 8</u>	<u>Total Team # - 6</u> Layouts and/ or specialty passes.	<u>Total Team # - 4</u>	<u>Total Team # - 2</u>	
		<u>Less than majority</u> Round off handsprings, limited tucks.	<u>Majority</u>			
EXE	1-2	3-4	5-6	7-8		
	Poor form, technique, and timing, many bent legs/bodies	Average form, technique, and timing, very few bent legs/bodies	Above average form, technique, and timing, minimum bent legs/ body	Excellent form, technique, and timing, no bent legs/body		
	5 or more hands-down/bust, many multiple steps w/ numerous unsteady landings	3-4 hands-down/bust, many multiple steps w/ unsteady landings	1-2 hands-down/bust, multiple steps w/ minimum unsteady landings	No missed tumbling/bust, minimum step w/ solid landings		

COMPETITIVE CHEERLEADING OFFICIAL'S SCORE SHEET

PANEL B – STANDING/RUNNING TUMBLING



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

Panel C – Partner Stunt/Pyramids

The officials need to see what the squad can do as a team. If squads re-use/repeat stunts elsewhere in the routine, officials will not be able to distinguish what the squad can do as a group. Therefore, it is imperative that teams' stunt in sections of the routine as a squad and not randomly throughout the routine.

Definitions

Term	Description
Fall	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"> A stunt group falling to the floor will count as 1 fall.
Drop	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.
Missed Stunt	A skill is attempted but does not hit the appropriate position or height as the other stunts. <ul style="list-style-type: none"> Failure to hit a heel stretch and instead remaining in a platform or liberty.
Bobble	When a flyer hits a stunt/skill and wobbles, shakes, swings their arms; but the stunt remains in the air.
True Full up	Bases remain stationery and flyer rotates 360°.
Entry	The beginning or mounting phase of a stunt, where one foot/hand(s) starts on the performing surface or in a loading position.
Structure	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.
Extended Stunt/Position	The supporting hand(s) of the base(s) is/are above the head. (<i>Source: NFHS</i>)

DOD – Intended Height

A judge will give credit for those stunts that go to the intended height of the stunts. Stunts that do not go to the intended height will not be factored into the scoring of the Degree of Difficulty. This is in Primary and Secondary Stunts as well as Pyramids.

- A team attempts to execute four liberty heel stretches. One does not make it up and the second one dismounts to the floor prior to hitting the highest point. Hence, two of the four of the stunts did not make it to the intended height. Thus, the team is only given credit for the two stunts that reach the intended height/hit.

One point for front spots in stunts and tosses will no longer be deducted.



Partner Stunts/Tosses

All groups must **demonstrate stability** at the extended point of the executed stunt. This **cannot** be a show & go style execution. All stunts must have the required spotters and bases.

Level	Description																					
Primary Stunts	<p>A squad’s best and most creative stunts. More than one person working together as a team to execute the skill.</p> <ul style="list-style-type: none"> All required elements should be executed during one section of the routine to receive full credit. 																					
Secondary Stunts	<p>Basic two-legged stunts, to one-legged extended stunts, and high-flying basket tosses.</p> <ul style="list-style-type: none"> Examples – coed style extensions, extended single leg stunts. 																					
Tosses	<p>Tosses can be used in place of the Secondary Stunt except for Coed.</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th colspan="3">Tosses</th> </tr> <tr> <th>Basic</th> <th>Intermediate</th> <th>Advanced</th> </tr> </thead> <tbody> <tr> <td>Straight rides</td> <td>Single full</td> <td>Kick single or 1 ¼</td> </tr> <tr> <td>Blow outs</td> <td>X-outs</td> <td>Hitch-kick single or 1 ¼</td> </tr> <tr> <td>Pose</td> <td>Toe touch</td> <td>Star single or 1 ¼</td> </tr> <tr> <td></td> <td>Pike</td> <td>Toe touch full down</td> </tr> <tr> <td></td> <td>Ball up star</td> <td>Full up toe-touch</td> </tr> </tbody> </table>	Tosses			Basic	Intermediate	Advanced	Straight rides	Single full	Kick single or 1 ¼	Blow outs	X-outs	Hitch-kick single or 1 ¼	Pose	Toe touch	Star single or 1 ¼		Pike	Toe touch full down		Ball up star	Full up toe-touch
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Pose	Toe touch	Star single or 1 ¼																				
	Pike	Toe touch full down																				
	Ball up star	Full up toe-touch																				
Dismounts	<p>The ending movement from a stunt or pyramid to a cradle or the performing surface. Movements are only considered dismounts if released to a cradle or released and assisted to the performing surface. Movement from a cradle to the ground is not considered a dismount. (<i>Source: USAF</i>)</p> <ul style="list-style-type: none"> Specific dismounts are not necessary in secondary stunts. 																					
Load-in	<p>A stunting position in which the top person has at least one foot in the base(s) hands. The base(s) hands are at waist level. (<i>USASF: 2016-17 Cheer Glossary</i>) The manner by which you get the flyer to the top. Load-in Position: the two-foot entry position for an elevator; a hang drill.</p> <ul style="list-style-type: none"> Only at the beginning of the routine, a flyer must have one foot on the floor ready to begin the stunt and in preparation of the signal to begin. Routines cannot begin in a stunt per GHSA rules. 																					



Stunt Skills

If a squad performs the **same** skill multiple times it will still 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.
- Coed entries: Walk-ins, Tosses, Cannonballs, J-ups, etc.
- All groups must perform the same skill(s) to receive credit.

The table below represents a **limited list** of stunt skills a squad may perform. The officials are responsible for determining the level of difficulty for any stunt skills not listed.

Stunt Skills		
Basic	Intermediate	Advanced
Straight-up stunt to prep level or extension	Faux full-up to extended position	True full-up to extended position
Prep level stunts	True full-up to prep level	Ball-up
Half-up to prep	Half-up to extended position	Switch-up to extended position
	Switch-up to prep level	Inversion to extended position
	Inversion from below prep level to prep level	Quick toss to the extended position
	Quick toss to prep level	Unbraced tick-tock (low-to-high)
	Inversion from prep level to prep level	High-to-high extended
	Ball-up to prep level	

- If the tick tock is not **released**, this will not be considered an advanced skill.

Body Positions/Flexibility Skills

Body Position	Flexibility
Front Stretch	Front Stretch
Heel Stretch	Heel Stretch
Bow & Arrow, Cobra	Bow & Arrow, Cobra
Scale	Scale
Scorpion, Needle	Scorpion, Needle
No-hands/Chin Chin/Cry Baby	No-hands/Chin Chin/Cry Baby
Liberty	
Torch	
Arabesque	

Dismounts

Dismounts		
Basic	Intermediate	Advanced
Straight cradles from two leg or single leg stunts	1 - 1 ¼ rotation (twist) from prep level single leg position	1 - 1 ¼ rotation (twist) from extended single leg position
Pop downs	360 down (corkscrew) from extended (two legged) position to a squish or floor	360 down (corkscrew) from extended (single leg) position to a squish or floor
Squish	360 down (corkscrew) from prep level to a squish or floor	power press prep level kick/toe/pike full
Prone from prep level	Full down from prep or extended position	
	Forward suspended roll	
	Prone from extended level	
	Half turn cradle	
	Yoyo	



Maxing Out in Primary Partner Stunt

- A team with 16 members will be expected to stunt 4 primary stunts executing the max DOD requirements to receive an 8.
- A team of 16 members stunt 3 primary stunt groups, if the squad maxes DOD requirement, the highest DOD the squad will receive is a 7. The groups must complete all the skills outlined in the rubric to receive the highest score in DOD.
- If a team has a total of 15 members, they are expected to stunt 3 primary stunt groups. 3 stunt groups executing the max DOD requirement would receive a 7. However, if a team has a total of 15 members and stunt 4 main groups with the required skills, they can receive a maximum of 8 for DOD points.

Maxing out in Secondary Partner Stunt/Tosses

- To max out DOD in secondary stunt/tosses, a team of 16 will be expected to do 5 secondary extended single leg stunts or throw 4 advanced tosses to receive a 4.
- If a team has a total of 15 members, they are expected to stunt 4 secondary extended single leg stunts or throw 3 advanced tosses to receive a maximum score of 3 for DOD.
- A team of 15 could max out DOD of 4 if they perform 5 single leg extended stunts. However, a team of 15 members would be unable to legally complete 4 tosses.



COED

Coed teams will be required to demonstrate single based coed stunts during the **Secondary Stunt** sequence to receive credit in the Secondary Stunt category.

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

Unassisted/Assisted

For the Coed Secondary Stunts, Unassisted and Assisted will be defined as the following:

Level	Description
Assisted	Any contact made to the stunt by any other member of the team. If another member touches the stunt prior to clearly hitting the intended position, then it is assisted.
Unassisted	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.

Scoring Coed

Use these steps when judging Coed.

Step	Action
1	Determine the number of males on the team. <ul style="list-style-type: none"> Reference <i>Coed Stunt Groups</i> chart to determine how many males must stunt.
2	Identify the skills performed by the required males on the team – primarily the skill of the weakest boy.
3	Locate the lowest level skill performed by the males on the squad on the rubric, this identifies the highest possible Secondary DOD.
4	Identify the total number of stunt groups the entire squad performed.
5	Did the squad perform the required number of stunt groups for the highest possible DOD? <ul style="list-style-type: none"> The highest-level DOD is always based on the Coed stunt, not the all-girl stunt.

Coed Stunt Groups

Males serve as the primary base in a coed stunt group. The chart identifies the required number of coed stunts to execute during the **Secondary Stunt** sequence to receive credit in the Secondary Stunt category. The team is required to put up the same number of Secondary Stunts to score within a specific DOD category; however, each male will complete the coed requirement based on the chart below.

- Total Groups for Coed secondary stunts do **not** refer to the number of male athletes to be used. This refers to the number of 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



Coed DOD

For a coed team to receive 2 pts, 3 pts, or 4 pts, they must show their coed stunt unassisted at some point. Squads can choreograph the stunt exactly the way it is listed or if they have skilled male athletes, they can choose to skip the prep portion if they show the harder skill, **fully unassisted**.

DOD Examples

All examples are assuming the other required criteria is met with the number of stunt groups and number of required males completing the stunt.

DOD	Description
4	<ul style="list-style-type: none"> A coed team performs a 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.
2	<ul style="list-style-type: none"> A coed team performs unassisted extensions to the top, not stopping at prep first. A coed team performs unassisted to hands/prep <u>then</u> assisted/unassisted to an extension.
1	<ul style="list-style-type: none"> A coed team performs a stunt assisted at prep level or assisted straight to the extended level, i.e. – fully assisted extension to the top, or a fully assisted single leg stunt to the top with never showing anything unassisted. Under the 1 category, everything can be assisted. To receive higher than a 1 they must do some part of the skill unassisted.

Group Examples

Total Groups	Description
5 Total Groups	<ul style="list-style-type: none"> A team of 16 with 1 male athlete – to max out at DOD 4, they must put up a total of 5 secondary stunt groups and the 1 male athlete must complete the coed requirement. The other 4 groups can be all-girl. A team of 16 with 10 male athletes - to max out requires 5 secondary stunts with 5 of those groups main based by 5 of the 10 male athletes.
4 Total Groups	<ul style="list-style-type: none"> A team of 15 with 4 male athletes – to score a DOD of 3, they must put up a total of 4 secondary stunt groups and 2 of the 4 male athletes must complete the coed requirement.
3 Total Groups	<ul style="list-style-type: none"> A team of 12 with 2 male athletes – to score a DOD of 2, they must put up a total of 3 secondary stunt groups and 1 of the 2 male athletes must complete the coed requirement. The other 2 stunt groups can be all-girl.

Coed - Scoring Zero

A squad could score a zero in the following scenarios.

- A team does not execute the number of required male stunts.
 - The number of required stunts from male athletes on a team do not fulfill the requirements of the rubric of assisted to hands/prep level, then assisted or unassisted extension.
- 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, or the stunt does not hit.
- The male athletes drop all required stunts that day.

Stunting Execution

When stunting, a fall is considered to the floor by a stunt team member, including bases, flyers, and spotters. When a flyer or stunt group falls, a team member must fall to the floor landing on a part of the body such as the hands, legs, knees, back, head, rear, elbow, hand, and so on. *See Fall definition.*

If a person lands on their feet, it is not considered a fall. It would be considered an early dismount and/or an execution error. This should be factored into the execution score.

The secondary stunt must show stability at the top before coming down, not show-and-go style. The stunt cannot just pass thru the top.



Basket Tosses

Will be scored in the Secondary Stunt skill area on the scoresheet. They are not required. A basket toss can be considered a high-level stunt when it is executed appropriately and safely. A team may score the top score for DOD or EXE without the execution of any basket tosses.

Pyramids

Two or more connected stunt groups built no more than two body lengths high. A squad of 16 will likely have a more intricate pyramid than a squad of 12.

Skills

If a squad performs the **same** skill multiple times it will still 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.

Pyramid Skills		
Basic	Intermediate	Advanced
Straight-up stunt to prep level or extension	Faux full-up to extended position	True full-up to extended position
Prep level stunts	True full-up to prep level	Ball-up to extended position
Half-up to prep	Half-up to extended position	Switch-up to extended position
	Switch-up to prep level	Inversion to extended position
	Inversion from below prep level to prep level	Quick toss to the extended position
	Quick toss to prep level	
	Invert from prep level to prep level	
	Ball-up to prep level	

Transitions

Transitions		
Basic	Intermediate	Advanced
Show and go	Half around back to squish	1½ around back to squish
Single leg show-and-go	Full around back to squish	Vault
Straddle sit	Flat back into stunt	Release transitions – loss of contact tricks in a pyramid such as a braced <ul style="list-style-type: none"> • High-to-high tick tock • Low-to-high tick tock • Ball up • Toe touch • Full around • Forward flip • Backward flip • And more
Splits	Helicopter	
	Power press and other similarly difficult skills	
	Invert from prep level to prep level or load position	
	Up and over (leapfrog)	

Pyramid Execution

When a pyramid is attempted, and part of the pyramid is executed appropriately, then the team is given credit for any portion of pyramid that hits. Provided the pyramid reached the intended height, a fall in one stunt group of a pyramid would not prevent the team from scoring a Degree of Difficulty (DOD) score. Spacing issues, falls/missed elements on one side, and timing issues would be an example of elements that would be scored in the execution of the pyramid. Either side falling may result in a fall deduction if the fall goes to the floor.



Panel C – Partner Stunts/Pyramids Rubric

Primary Partner Stunts								
DOD	1	2	3	4	5	6	7	8
		<p>2 Total Groups</p> <p>Less than majority squad basic dismounts.</p> <p>Must include 1 basic skill to prep level or higher plus 2 body positions with 1 of them being flexibility skill.</p>	<p>3 Total Groups</p> <p>Squad intermediate dismounts.</p>	<p>4 Total Groups</p> <p>Must include 1 basic skill plus 2 body positions with 1 of them being flexibility skill</p>	<p>2 Total Groups</p> <p>Majority squad advanced dismounts.</p>	<p>3 Total Groups</p>	<p>3 Total Groups</p> <p>Squad advanced dismounts.</p>	<p>4 Total Groups</p> <p>Must include 2 advanced skills to the extended position plus 3 body positions with 3 of them being flexibility skills.</p>
	<p>1/2 Total Groups</p> <p>Must include 1 basic skill with limited or no flexibility/ body positions.</p>	<p>3/4 Total Groups</p> <p>Must include 1 basic skill with limited or no flexibility/ body positions.</p>		<p>2 Total Groups</p> <p>Squad intermediate dismounts.</p> <p>Must include 1 advanced skill to the extended position plus 2 body positions with 2 of them being flexibility skills.</p>	<p>3 Total Groups</p> <p>Majority advanced dismounts.</p>	<p>4 Total Groups</p> <p>Squad advanced dismounts.</p>		
			<p>2 Total Groups</p> <p>Majority intermediate dismount.</p> <p>Must include 2 intermediate skills plus 2 body positions with 2 of them being flexibility skills.</p>	<p>3 Total Groups</p>	<p>4 Total Groups</p> <p>Squad advanced dismounts.</p>			
EXE	1-2	3-5	6-8	9-10				
	Poor technique and timing, poor dismounts, lacks flexibility – poor precision	Average technique, good timing, not very clean dismounts, flexibility – average/fair precision	Above average technique, very good timing, clean dismounts, flexibility – good precision	Excellent technique and timing, very clean dismounts, flexibility – very good precision				
	3 or more dropped stunts; multiple bobbles, falls, or missed stunts.	2 dropped stunts; multiple bobbles, falls, or missed stunts.	1 dropped stunt; limited bobbles, falls, or missed stunts.	0 dropped stunts; no bobbles, falls, or missed stunts.				
Secondary Stunts/ Tosses/ Coed								
DOD	1	2	3	4				
	<p>2 Total Groups</p> <p>extended single leg secondary stunt</p>	<p>3 Total Groups</p> <p>extended single leg secondary stunt</p>	<p>4 Total Groups</p> <p>extended single leg secondary stunt</p>	<p>5 Total Groups</p> <p>extended single leg secondary stunt</p>				
	<p>3 Total Groups</p> <p>extended secondary stunt</p>	<p>4 Total Groups</p> <p>extended secondary stunt</p>	<p>5 Total Groups</p> <p>extended secondary stunt</p>					
	<p>4 Total Groups</p> <p>prep-level secondary stunt</p>	<p>5 Total Groups</p> <p>prep-level secondary stunt</p>						
	<p>1 Total Groups</p> <p>advanced tosses</p>	<p>2 Total Groups</p> <p>advanced tosses</p>	<p>3 Total Groups</p> <p>advanced tosses</p>	<p>4 Total Groups</p> <p>advanced tosses</p>				
	<p>2 Total Groups</p> <p>intermediate tosses</p>	<p>3 Total Groups</p> <p>intermediate tosses</p>	<p>4 Total Groups</p> <p>intermediate tosses</p>					
	<p>3 Total Groups</p> <p>basic tosses</p>	<p>4 Total Groups</p> <p>basic tosses</p>						
	<p>COED</p> <p>Assisted to hands/prep level. Then assisted or unassisted extension.</p>	<p>COED</p> <p>Unassisted to hands/prep level. Then assisted or unassisted extension.</p>	<p>COED</p> <p>Unassisted to hands/prep level Then assisted or unassisted extended single leg/one-arm skill.</p>	<p>COED</p> <p>Fully unassisted completed to the extended position. Then assisted or unassisted extended single leg/one-arm skill.</p>				
EXE	1	2	3-4	5-6				
	Poor technique and timing, poor dismounts, lacks flexibility – poor precision	Average technique, good timing, not very clean dismounts, flexibility – average/fair precision	Above average technique, very good timing, clean dismounts, flexibility – good precision	Excellent technique and timing, very clean dismounts, flexibility – very good precision				
	3 or more dropped stunts; multiple bobbles, falls, or missed stunts.	2 dropped stunts; multiple bobbles, falls, or missed stunts.	1 dropped stunt; limited bobbles, falls, or missed stunts.	0 dropped stunts; no bobbles, falls, or missed stunts.				



Panel C – Partner Stunts/Pyramids Rubric

Pyramids				
DOD	1-2	3-4	5-6	7-8
	Basic pyramid that includes 1-2 connected structures with basic skills. Basic transition(s)/ connected release skills, lacking complexity.	Intermediate pyramid that includes 1-2 connected structures with intermediate skills to the prep level position or above. Intermediate transition(s)/ release transition(s).	Advanced pyramid that includes 2 pyramid structures with 1-2 advanced skills to the extended position using 2 or more synchronized flyers, plus advanced transition(s)/ release transition(s).	Highly advanced pyramid that includes 2 or more structures with 2 or more advanced skills to the extended position using 2 or more synchronized flyers, plus 2 or more advanced transitions/ release transitions.
<i>Determining factors between the two scores in each range of DOD.</i>				
	<i>Creativity</i>		<i>Use of flyers</i>	<i>Full team participation</i>
	<i>Pace of the skills performed</i>		<i>Combination of skills</i>	<i>Transition and flow of skills</i>
EXE	1-2	3-5	6-8	9-10
	Poor technique and timing, sloppy and slow transitions; lacks synchronization – poor precision	Average technique, good timing, not very clean transitions, needs improved synchronization – average/ fair precision	Above average technique, very good timing, clean transitions, good synchronization – good precision	Excellent technique and timing, excellent synchronization – very good precision
	Several bobbles, falls, or drops; missed elements	Multiple bobbles, falls, or drops; missed elements	Few bobbles, falls, or drops; few missed elements	No bobbles, falls, or drops; no missed elements

COMPETITIVE CHEERLEADING OFFICIAL'S SCORE SHEET

PANEL C – PARTNER STUNTS/PYRAMIDS



SCHOOL				NUMBER ON SQUAD	CLASS/ REGION	PANEL
						C
PRIMARY PARTNER STUNTS						
Areas of EXE Improvement						SCORE
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Body Positions	<input type="checkbox"/> Creative & Visual	DOD	8	
<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Formations	<input type="checkbox"/> Variety			
<input type="checkbox"/> Cleanup Dismounts	<input type="checkbox"/> Precision	<input type="checkbox"/> Stability	<input type="checkbox"/> Synchronization	EXE	10	
SECONDARY STUNTS/ TOSSES/COED						
Areas of EXE Improvement						
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Stability	<input type="checkbox"/> Precision	<input type="checkbox"/> Creative & Visual	DOD	4	
<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Variety	<input type="checkbox"/> Formations	<input type="checkbox"/> Synchronization			
<input type="checkbox"/> Bobbles	<input type="checkbox"/> Flexibility	<input type="checkbox"/> Toss Height	<input type="checkbox"/> Assisted (Coed)	EXE	6	
<input type="checkbox"/> Toss Technique	<input type="checkbox"/> Flyers Form (Toss)					
PYRAMIDS						
Areas of EXE Improvement						
<input type="checkbox"/> Creativity & Visuals	<input type="checkbox"/> Flow	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Synchronized	DOD	8	
<input type="checkbox"/> Complexity	<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	EXE	10	
<input type="checkbox"/> Stability	<input type="checkbox"/> Flyer Form					
SUBTOTAL SCORE						
OFFICIAL 5 SIGNATURE		OFFICIAL 6 SIGNATURE				



Section
6

Region and State Tournaments



Regional, Sectional, State Dates

The table below identifies the dates for Region, Sectionals, and State Finals.

Date	Event
November 9, 2019	Region Tournaments
November 9, 2019	Coed & Single A Sectionals
November 15, 2019	Non-Coed Sectionals
November 15, 2019	Coed & Single A State Championship Finals
November 16, 2019	Non-Coed State Championship Finals

All state competition rotations for all divisions will be assigned by the GHSA office



Regional and Sectional Competitions

Region for Non-COED and Sectionals for COED, Single-A Public, and Single-A Private Competitions will occur on Saturday, November 9, 2019.

- Only teams which have competed in at least **3** sanctioned tournaments during the season are eligible to enter post season competition (*See GHSA Constitution and By-Laws; Region Competition Rule 2A, page 64*).
- Each school is allowed to enter **one** team in the regional or sectional competition.
- There are no regional competitions for COED, Single-A Private or Single-A Public. They compete in sectionals.
- non-COED Sectionals will occur on Friday, November 15, 2019.

Regional and Sectional Procedures

The following table outlines the procedures to be followed for regionals and sectionals.

Step	Action								
1	By October 1 all rosters must be updated to ensure placements at region and state rotations. <ul style="list-style-type: none"> • Substitutions may be made after this time, but the host should be notified. 								
2	Non-COED Teams from each region competition will advance to the state competition as follows: <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th style="text-align: center;">Step</th> <th style="text-align: center;">Action</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td>First place team from each Region in classes 2A through 7A will advance directly to the State competition.</td> </tr> <tr> <td style="text-align: center;">2</td> <td>All other Non-COED teams will advance to Sectionals at the Columbus Civic Center. With the top eight teams from Sectionals advancing to Finals on Saturday.</td> </tr> <tr> <td style="text-align: center;">3</td> <td>In the event a region does not have a first-place team, the team finishing 9th place in sectionals will advance and be placed into rotation for state competition. This will continue until all 16 positions for state have been filled.</td> </tr> </tbody> </table>	Step	Action	1	First place team from each Region in classes 2A through 7A will advance directly to the State competition.	2	All other Non-COED teams will advance to Sectionals at the Columbus Civic Center. With the top eight teams from Sectionals advancing to Finals on Saturday.	3	In the event a region does not have a first-place team, the team finishing 9 th place in sectionals will advance and be placed into rotation for state competition. This will continue until all 16 positions for state have been filled.
Step	Action								
1	First place team from each Region in classes 2A through 7A will advance directly to the State competition.								
2	All other Non-COED teams will advance to Sectionals at the Columbus Civic Center. With the top eight teams from Sectionals advancing to Finals on Saturday.								
3	In the event a region does not have a first-place team, the team finishing 9 th place in sectionals will advance and be placed into rotation for state competition. This will continue until all 16 positions for state have been filled.								
3	The top sixteen teams in COED Sectionals will advance to the State Championship on Friday at the Columbus Civic Center.								
4	All Class A Public schools and Class A Private schools will compete in separate Sectional tournaments with eight (8) teams in each division advancing to the State competition on Friday.								
5	A panel of officials to be used at invitationals, region, sectional, and state competitions will consist of six officials and one safety official. More than one panel of officials may be used if necessary, based upon the number of participating divisions. A division must be judged by a single panel. A single division may not be split between two panels. <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th style="text-align: center;">Step</th> <th style="text-align: center;">Action</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td>Regions will be assigned to a booking agent and officials will be assigned by the booking agent.</td> </tr> <tr> <td style="text-align: center;">2</td> <td>Sectional and State Officials will be assigned by the State Cheerleading Coordinator with the assistance of the Booking Agents from each association.</td> </tr> </tbody> </table>	Step	Action	1	Regions will be assigned to a booking agent and officials will be assigned by the booking agent.	2	Sectional and State Officials will be assigned by the State Cheerleading Coordinator with the assistance of the Booking Agents from each association.		
Step	Action								
1	Regions will be assigned to a booking agent and officials will be assigned by the booking agent.								
2	Sectional and State Officials will be assigned by the State Cheerleading Coordinator with the assistance of the Booking Agents from each association.								
6	Host will be responsible for the independent drawing to determine the order of appearance for each division. In some cases, regions may draw their own order of appearance prior to the competition.								
7	Five percent (5%) of the gross receipts from the region competition must be paid to the GHSA office in a timely manner.								
8	All music should be cleared through the school administration.								



Regional and Sectional Assignments

The following table shows the Regional, Single A Sectional, and COED Sectional Assignments. COED and Single-A, Sectional panels will be assigned by GHSA.

Regional / Sectional Assignments				
	Middle Georgia	Middle Southeast Georgia	North Middle	North
Host School	Houston County School	Vidalia High School	Putnam County High School	South Forsyth High School
Host	Jessica Brown Leaptrot	Ann Toole	April Smith	Shayla Brawner
Host Email	Jessica.Leaptrot@hcbe.net	Atoole@vidalia-cityk12.ga.us	april_smith@putnam.k12.ga.us	sbrawner@forsyth.k12.ga.us
Officials' Association	Middle Georgia – Tiffany Walker	Southeast Georgia – Lynne Fields	Middle Georgia – Tiffany Walker	Metro-Atlanta – Simone Smith
Association Email	middlegacheerofficials@gmail.com	lfields09@gmail.com	middlegacheerofficials@gmail.com	enomissmith74@gmail.com
Regions/Sectional	1 – AAA 4 – AAA 1 – AAAA 2 – AAAA 1 – AAAAA 1 – AAAAAA 1 – AAAAAA	1 – AA 2 – AA 3 – AA 4 – AA 2 – AAA 3 – AAA 2 – AAAAA 2 – AAAAA	8 – AA 8 – AAA 3 – AAAA 4 – AAAA 3 – AAAAA 4 – AAAAA 3 – AAAAA 8 – AAAAAA	6 – AA 8 – AAAAA 5 – AAAAAA 7 – AAAAAA 3 – AAAAAA 4 – AAAAAA 5 – AAAAAA 6 – AAAAAA 7 – AAAAAA

Regional / Sectional Assignments				
	West Metro	Northeast Georgia	Middle Georgia	COED
Host School	Carrollton High School	Dawson County High School	First Presbyterian Day	Peachtree Ridge
Host	Elizabeth Sanders 770-851-6728	Kim Fleming 706-344-8185	Jessica Murnan 478-318-3385	Rob Spencer 770-827-5336
Host Email	Elizabeth.Sanders@carrolltoncityschools.net	KFleming@dawson.k12.ga.us	Jessica.Murnan@fpdmacon.org	rob_spencer@gwinnett.k12.ga.us
Officials' Association	Southwest Georgia – Mellanie Vinyard	Northwest Georgia – Trish Schimpf	GHSA – Pam Carter	GHSA – Pam Carter
Association Email	Mellanie.Vinyard@gmail.com	nwgacheer@gmail.com	pcarters@aol.com	pcarters@aol.com
Regions/Sectional	5 – AA 7 – AA 5 – AAA 6 – AAA 5 – AAAA 6 – AAAAA 7 – AAAAA 4 – AAAAAA 2 – AAAAAA	7 – AAA 6 – AAAA 7 – AAAA 8 – AAAA 5 – AAAAA 6 – AAAAAA 8 – AAAAAA	Single-A Sectionals	Coed Sectionals



Sectional and State Championship Competition

State Sectionals

Friday, November 15, 2019, Columbus Civic Center

Friday Session	Sectionals – Classes Competing	Start Time
First	2A, 3A and 4A	9:00 AM
Second	5A, 6A and 7A	2:00 PM

- A random order of appearance will be drawn for the rotation of teams. The random order will be based upon the alternating rotations of each division.
- During the Non-COED divisions in each competitive session, the routines will alternate classifications. The top eight (8) teams from each Class advance to the State Finals on Saturday, November 16, 2019. *See rotational schedule below.*

State Championship

Friday, November 15, 2019, Columbus Civic Center

Friday Session	Championship – Classes Competing	Start Time
Third	COED, Single-A Private, Single-A Public	7:00 PM

- COED order is based upon final results at sectionals.
- Single-A Teams will alternate between the Single-A Private and Single-A Public Schools with Single A-Private rotating by sectional results first and Single-A Public rotation by sectional results next. *See rotational schedule below.*

State Championship Non-COED: Saturday, November 16, 2019, Columbus Civic Center

Saturday Session	Championship – Classes Competing	Start Time
First	2A, 3A and 4A	9:00 AM
Second	5A, 6A and 7A	2:00 PM

- In each competitive session, the routines will alternate classifications. *See rotation schedule below.*

Flash Photography

Flash cameras or any other electronic equipment such as cell phones or iPads will not be allowed during competition.

- No **FLASH PHOTOGRAPHY OR FILMING** signs will be posted at all entrances.
- No flashlights, spotlights, cell phone, or iPad lights of any kind can be used during the time a team is competing on the floor.
- Anyone using flash photography whether on a phone, camera or iPad may be removed from the competition.

Finances

- Admission cost will be **\$12** per session.
- Net receipts, after expenses have been paid, will be divided with the GHSA receiving 40% and 60% divided among the participating schools.