SCORE SHEETS
ČACH
2023 / 24

ČESKÁ ASOCIACE CHEERLEADERS, Z.S.

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OBSAH

1   CHEERLEADING

2   TEAM CHEER

2.1   Novice (L1)

Judging Criteria	Description	Points
Cheer Criteria	*Crowd Leading (Native Language Encourage)* Crowd leading ability/ability to lead the crowd for the team's nation and/or team's programme; including an effective use of voice, pace, and flow of the Cheer for the crowd to participate. Proper use of signs, poms, megaphones, flags, and/or motion technique & practical use of Stunts/Pyramids to lead the crowd. Execution.	10
Partner Stunts	Execution of skills, Difficulty (Level of skills, Number of bases, Number of Stunt Groups), Synchronization, Variety & Creativity	25
Pyramids	Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Used, Transitions, Variety & Creativity	25
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	15
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, dance (if applicable), crowd effect	15
TOTAL		**100**

2.2   Baby Novice (L0) & Parents Median (Max L3) - CZE

Category Name	Short Name	Max Points
Cheer Criteria / Pokřik	CHEER	10
Cheer Skills Incomporations, Execution and Difficulty / Cheer prvky	CHSKILLS	40
Flow of the Routine / Transitions / Plynulost Sestavy / Přechody	FLOW	10
Overall Presentation, Crowd, Appeal, Dance * / Celkový Dojem, Showmanship, Tanec *	OVERALL	40
TOTAL		100

2.3 All Girl Intermediate (L2) & Median (L3)

Judging Criteria	Description	Points
Cheer Criteria	*Crowd Leading (Native Language Encourage)* Crowd leading ability/ability to lead the crowd for the team's nation and/or team's programme; including an effective use of voice, pace, and flow of the Cheer for the crowd to participate. Proper use of signs, poms, megaphones, flags, and/or motion technique & practical use of Stunts/Pyramids to lead the crowd, execution	10
Partner Stunts	Execution of skills, Difficulty (Level of skills, Number of bases, Number of Stunt Groups), Synchronization, Variety & Creativity	25
Pyramids	Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Used, Transitions, Variety & Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	10
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance (if applicable), crowd effect	10
TOTAL		**100**

2.4 Coed Intermediate (L2) & Median (L3)

Judging Criteria	Description	Points
Cheer Criteria	*Crowd Leading (Native Language Encourage)* Crowd leading ability/ability to lead the crowd for the team's nation and/or team's programme; including an effective use of voice, pace, and flow of the Cheer for the crowd to participate. Proper use of signs, poms, megaphones, flags, and/or motion technique & practical use of Stunts/Pyramids to lead the crowd, execution	10
Partner Stunts	Execution of skills, Difficulty (Level of skills, Number of bases, Number of Stunt Groups), Synchronization, Variety & Creativity	25
Pyramids	Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Uses, Transitions, Variety & Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	10
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		**100**

2.5 All Girl Advanced (L4), Elite (L5) and Premier (L6)

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	15
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		**100**

2.6 Coed Advanced (L4), Elite (L5) and Premier (L6)

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	15
Tumbling	Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		**100**

2.7 Special Abilities Unified Intermediate (L2)

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Use of all athletes in partner stunts throughout routine Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Use of all athletes in pyramids throughout routine Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of all athletes throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		**100**

2.8 Special Abilities Traditional Intermediate (L2)

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of Special Ability athlete skills throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		**100**

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2.9 Adaptive Abilities Unified Median (L3)

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language & sign language encouraged)	10
Partner Stunts	Use of all athletes in partner stunts throughout routine Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Use of all athletes in pyramids throughout routine Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of all athletes throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		**100**

2.10 Adaptive Abilities Unified Advanced (L4)

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language & sign language encouraged)	10
Partner Stunts	Use of all athletes in partner stunts throughout routine Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Use of all athletes in pyramids throughout routine Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of all athletes throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		**100**

3 SMALL CHEER

3.1 Group Stunt & Coed Partner Stunt

Category Name	Short Name	Max Points
STUNTS & TOSSES - EXECUTION OF TECHNIQUE	Ex / Tech	30
STUNTS & TOSSES - DIFFICULTY	Diff	25
STUNTS & TOSSES - FORM AND APPEARANCE OF STUNTS	Form & App	20
OVERALL PERFORMANCE - TRANSITIONS	Transitions	15
OVERALL PERFORMANCE - SHOWMANSHIP	Show	10
TOTAL		100

3.2 Individual - CZE

Category Name	Short Name	Max Points
Cheer (Pokřik)		20
TUMBLING - EXECUTION		20
TUMBLING - DIFFICULTY		10
JUMPS - EXECUTION		10
JUMPS - DIFICULTY		5
OVERALL PRESENTATION - VARIETY		15
OVERALL PRESENTATION - CHOREOGRAPHY		10
OVERAL PRESENTATION - SHOWMANSHIP		10
TOTAL		100

4   PERFORMANCE

5   PERFORMANCE TEAM

5.1   Team Pom

Judging Criteria		Description	Points
TECHNICAL EXECUTION	Category Style Execution	Quality of Pom Technique: placement, control, precise and strong completion of movement	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technical Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10
GROUP EXECUTION	Synchronization / Timing with Music	Correct timing with team members and the music	10
	Uniformity of Movement	Movements are the same on each person: clear, clean and precise	10
	Spacing	Correct positioning/distance between individuals on the performance surface during the routine and transitions	10
CHOREOGRAPHY	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution.	10
OVERALL EFFECT	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the performance	10
TOTAL			**100**

5.2 Team Hip Hop

Judging Criteria		Description	Points
TECHNICAL EXECUTION	Category Style Execution	Groove and quality of authentic hip hop/street style	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technique Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement.	10
GROUP EXECUTION	Synchronization / Timing with Music	Correct timing with team members and the music	10
	Uniformity of Movement	Movements are the same on each person: clear, clean and precise	10
	Spacing	Correct positioning/distance between individuals on the performance surface during the routine and transitions	10
CHOREOGRAPHY	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution	10
OVERALL EFFECT	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100

5.3 Team Jazz

Judging Criteria		Description	Points
TECHNICAL EXECUTION	Category Style Execution	Continuity of movement and quality of style, extension and presence/carriage	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technique Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10
GROUP EXECUTION	Synchronization / Timing with Music	Correct timing with team members and the music	10
	Uniformity of Movement	Movements are the same on each person: clear, clean and precise	10
	Spacing	Correct positioning/distance between individuals on the performance surface during the routine and transitions	10
CHOREOGRAPHY	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement, such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution.	10
OVERALL EFFECT	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the performance	10
TOTAL			**100**

5.4 Special Abilities (Unified & Traditional) and Adaptive Abilities Unified Pom

Judging Criteria		Description	Points
TECHNICAL EXECUTION	Category Style Execution	Quality of Pom Technique: placement, control, precise and strong completion of movement	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technical Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10
GROUP EXECUTION	Synchronization / Timing with Music	Use of all athletes within the routine. Correct timing with team members and music	10
	Uniformity of Movement	Movements are the same on each person: clear, clean and precise	10
	Spacing	Correct positioning / distance between individuals on the performance surface during the routine and transitions	10
CHOREOGRAPHY	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions - with use of all athletes within routine. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement, such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution	10
OVERALL EFFECT	Communication / Projection / Audience Appeal & Appropriateness	Use of all athletes within the routine. Ability to exhibit a dynamic routine with genuine showmanship and audience appeal The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100

5.5 Special Abilities (Unified & Traditional) and Adaptive Abilities Unified Hip Hop

Judging Criteria		Description	Points
TECHNICAL EXECUTION	Category Style Execution	Groove and quality of authentic hip hop/street style	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technique Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10
GROUP EXECUTION	Synchronization / Timing with Music	Use of all athletes within the routine. Correct timing with team members and the music	10
	Uniformity of Movement	Movements are the same on each person: clear, clean and precise	10
	Spacing	Correct positioning / distance between individuals on the performance surface during the routine and transitions	10
CHOREOGRAPHY	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions - with use of all athletes within the routine. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution	10
OVERALL EFFECT	Communication / Projection / Audience Appeal & Appropriateness	Use of all athletes within the routine. Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100

6   PERFORMANCE DOUBLES

6.1   Doubles (Pom, Hip Hop, Jazz)

Judging Criteria		Description	Points
TECHNICAL EXECUTION	Execution of Category Specific Style	Pom – Pom motion technique; control, levels, placement, complete, precise and strong Hip Hop – Groove and quality of authentic hip hop/street style Jazz - Continuity of movement and quality of style, extension and presence/carriage	10
	Execution of Overall Movement	Body alignment, placement, balance, control, completion of movement, extension and flexibility	10
	Execution of Technical Skills & Movement used within Category	Kicks, leaps, jumps, turns, floor work, freezes, partner work, lifts, etc.	10
	Execution of Quality of Movement	Strength, intensity, presence and commitment to the movement	10
EXECUTION AS A PAIR	Synchronization	Timing of movement with the music Synchronization and uniformity of the athletes	10
CHOREOGRAPHY	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative and original manner	10
	Routine Staging	Utilization of floor space, transitions, partner work / group work, levels, opposition etc. Interaction of the pair while allowing for a seamless flow of the routine	10
	Complexity of Movement	Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc.	10
	Difficulty of Skills	Level of difficulty of technical skills, partner work, lifts etc.	10
OVERALL EFFECT	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100

7 PENALTY PROTOCOL

7.1 Dedution sheet

RULE VIOLATIONS

Time Limit Violation: 5 - 10 seconds	Deduction -1 Point
Time Limit Violation: 11 seconds and over	Deduction -3 Points
Drop* from Stunts, Tumbling, Tosses or Pyramids	Deduction -1 Point
Illegal element	Deduction -5 Points
Missing Spotter	Deduction -5 Points
Other violation of the safety guidelines	Deduction -5 Points

DISQUALIFICATION   Yes / No

HIT ZERO AWARD**   Yes / No

Descriptions of NEW safety procedures:

*) **Drop from Stunts, Tumbling, Tosses or Pyramids**

= Penalty for „dangerous falls"

- Penalty for a flyer falling from a building element with a drop to the competition floor with body part other than the foot (f.e. flyer hits the ground on their knees, elbows, head, buttocks, etc.)

- Penalty for the fall of an athlete performing a flip or somersault with a drop to another part of the body than feet or hands (f.e. tumbler hits the ground on their knees, elbows, head, buttocks, etc.)

- The recommended deduction is minus 1 point for each instance, for each scoring judge whose rating is included in the total score

- The penalty is given by the safety judge and approved by the head judge of the panel

**) Hit Zero

= Reward for a clean execution o cheerleading divisions (NOT performance)

- Reward for the clean technical execution of the entire routine, f.e. without falls during building and individual elements (see the definition above in the previous point) and without so-called bobbles, balances and checks, when the given element does not fall, but it is demonstrably not performed cleanly and with certainty (it is not tightened, travels, balances, etc.)

- The recommended reward is a badge for each athlete and coach of the given team with the text „hit zero", the announcement of all teams with this award during the closing ceremony and, depending on the possibilities of the given competition, a special prize from the organizer or sponsor/partner of the event

- The reward is awarded by the safety judge and approved by the head judge of the panel

Tento dokument vydává © Česká asociace cheerleaders, z.s. a je účinný od 01. 09. 2023.
Zároveň nahrazuje všechny předešlé normy a dokumenty definující hodnocení soutěží v cheerleadingu.
V případě sporných situací udává výklad dokumentu Prezidium ČACH.

Předloženo Pracovní skupinou pro bezpečnost a pravidla ČACH, schváleno Prezidiem ČACH dne 14. 09. 2023.
Oprava technikálií proběhla dne 20. 10. 2023 a 20. 01. 2024.

V Praze, dne 20. 01. 2024