

SECTION VII: SCORESHEETS

DANCE CATEGORY DESCRIPTIONS

The College Classic encourages creativity in all categories. There is no particular style or “formula” required in any category. Dance team is about more than just imitation of previous award-winning routines - we want to inspire your dancers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Full category descriptions may be found in the following pages.

CHEER AND MASCOT CATEGORY DESCRIPTIONS

The College Classic encourages creativity in all categories. There is no particular style or “formula” required in any category. Cheerleading is about more than just imitation of previous award-winning routines - we want to inspire your performers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Score sheets are found on the following pages.

Super Spirit Showdown (Dance and Cheer combined)

The Super Spirit Showdown division is a chance for a college spirit program to perform a routine that it might perform at a school or community function (such as a pep rally, halftime show or similar) and showcase its hometown, college/university or team in a unique way. There are no required movements. **Entertainment value and creativity are each worth 20% of the score in Super Spirit Showdown!** Props and audience involvement (subject to limitations described above) are permitted, and any style or combination of styles of dance may be used. Turns, leaps, jumps, kicks, or tricks are not required. The performers should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

The Super Spirit Showdown is not a cheerleading or song-leading competition, and teams should not feel bound to be “traditional” or focus solely on “spirit raising” in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!

Because teams’ content should be very team-, school- and/or community-specific in this category, and judges may not understand the routine out of context, DTU will allow teams entering the Super Spirit Showdown at The College Classic to submit a short description of the routine being showcased and how it fits this category. Judges will have access to this information during the judging process.

EXECUTION

Quality of Team Movement (Execution, Technique and Spacing) (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of Movement Within Selected Style • Overall Movement Quality • Uniform Execution of Movement by Entire Team • Uniform Spacing Throughout Routine
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Ability to Capture Nuances of Vocal and/or Musical Cues and Tempo Variations

CHOREOGRAPHY

Entertainment Value of Routine (Movement and Overall Concept) (10 pts)	<ul style="list-style-type: none"> • Concept of Routine and Movements of Team Members Include Entertaining, Creative and Unpredictable Elements • Routine Evokes Positive, Strong Audience Response
Showcase of Hometown/School/ Team’s Unique Style (10 pts)	<ul style="list-style-type: none"> • Routine’s Movements, Concept and/or Elements are Unique to this Team • Routine Tells the Viewer Something About this Particular Team, Town and/or School

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Cheer Spirit Showdown – Game Day

The Cheer Spirit Showdown – Game Day division allows a cheer team to show the type of routine the team might do at an event as a member of a spirit raising program within its college or university. A Cheer Spirit Showdown - Game Day routine at DTU competitions will have two sections, performed in order, as follows:

1. Spirit Raising Routine – A routine that emphasizes spirit raising.
2. Performance Routine – A routine of any style designed to appeal to the crowd at a school event (such as a sporting event).

There is no time limit. **Note that for a Cheer Spirit Showdown - Game Day routine** no dance skills, such as leaps, turns, extensions, lifts, etc., are required.

SPIRIT RAISING ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> ● All Movements (Including Stunting and Tumbling) are Performed with Proper Technique, Ease, Control, and Strength ● Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> ● Uniformity of Movement ● Spacing and Transitions
Choreography (10 pts)	<ul style="list-style-type: none"> ● Crowd Appeal and Effectiveness in Eliciting Crowd Response ● Visual Effect ● Unpredictability and Memorability

PERFORMANCE ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> ● All Movements (Including Stunting and Tumbling) are Performed with Proper Technique, Ease, Control, and Strength ● Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> ● Uniformity of Movement ● Spacing and Transitions ● Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> ● Entertaining and Creative ● Visual Effect ● Unpredictability and Memorability

SHOWMANSHIP

Communication and Projection by Athletes (10 pts)	<ul style="list-style-type: none"> ● Ability to Connect with Audience and Provoke Appropriate Emotional Response ● Authenticity of Performance
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GROUP AND PARTNER STUNT SCORESHEET

The partner/group stunt scoresheet will apply to all partner/group stunt divisions and will have a max total score of 100 points.

GROUP OR PARTNER STUNT	
Category	Max Score
Stunt Stability and Technique	Max Score of 20 pts
Choreography and Routine Flow	Max Score of 20 pts
Difficulty and Variety of Skills	Max Score of 20 pts
Execution and Perfection of Routine	Max Score of 20 pts
Overall Impression	Max Score of 20 pts

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MASCOT SCORESHEET

The mascot scoresheet will apply to all mascot divisions and will have a max total score of 50 points.

MASCOT	
Category	Max Score
Character	Max Score of 10 pts
Creativity	Max Score of 10 pts
Crowd Appeal	Max Score of 10 pts
Dance	Max Score of 10 pts
Use of Props and Staging	Max Score of 10 pts

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CHEER SCORESHEET

The cheer scoresheet will apply to all cheer divisions and will have a max total score of 100 points.

STUNTS & TOSSES		
Category		Max Score
Partner Stunts	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Pyramids	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Tosses	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts

JUMPS & TUMBLING		
Category		Max Score
Standing Tumbling	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Running Tumbling	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Jumps	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts

OVERALL PERFORMANCE	
Category	Max Score
Overall Execution	Max Score of 10 pts
Choreography	Max Score of 10 pts
Creativity	Max Score of 10 pts
Performance/Showmanship	Max Score of 10 pts

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CHEER SKILL PROGRESSIONS

Partner Stunts	Pyramids (14 or less)	Pyramids (15 or more)	Basket Tosses	Standing Tumbling	Running Tumbling	Jumps
Beginner Level Stunt Skills	1 structure: Beginner Pyramid Skills (2-high non-transitional pyramids)	2 or more synchronized structures: Beginner Pyramid Skills (2-high non-transitional pyramids)	Non-flipping, non-twisting skills	Tumbling passes that included a round-off, cartwheel, or walkover	Tumbling passes that included a round-off, cartwheel, or walkover	Single Jump
Novice Stunt Skills	1 structure: Novice Pyramid Skills (2- high with incorporated transitional mounts and discounts OR basic braced 2 1/2 high)	2 or more synchronized structures: Novice Pyramid Skills (2- high with incorporated transitional mounts and discounts OR basic braced 2 1/2 high)	Non-flipping tosses with single full twisting skills - toss single full twists, kick single, full twisting, etc. Note: a 1/4 positioning move is allowed in twisting skills	Standing back handspring or multiple back handsprings	Tumbling passes that included a back handspring	Multiple Single Jumps, not connected
Intermediate Stunt Skills	1 structure: Intermediate Pyramid Skills (Basic unbraced 2 1/2 high pyramid)	2 or more synchronized structures: Intermediate Pyramid Skills (Basic unbraced 2 1/2 high pyramid)	Non-flipping tosses with double full twisting skills - toss double full twists, kick double full twists, etc. Note: a 1/4 positing move is allowed in twisting skills	Standing back tuck, standing back handspring with a back tuck, or connected jump to back handspring	Tumbling passes that included a tuck	Double Jump Combination
Advanced Stunt Skills	1 structure: Advanced Pyramid Skills (Advanced braced 2 1/2 high pyramid)	2 or more synchronized structures: Advanced Pyramid Skills (Advanced braced 2 1/2 high pyramid)	Flipping toss - back tucks, layouts, pike open	Standing layout, standing back handspring with a layout, or connected jump to back tuck	Tumbling passes that included a layout or arabian	Double Jump Combination + Single Jump, not connected
Elite Stunt Skills	1 structure: Advanced Unbraced 2 1/2 high pyramid	2 or more synchronized structures: Advanced Unbraced 2 1/2 high pyramid	Two position flipping tosses or back layout full twist* (All-Girl or 2 or less males), or allowable tosses with 3 or more male throwers: layout straddle full, layout split/kick full, tuck x-out full, tuck split/kick full, layout double full twist*	Standing full, standing back handspring with a full,, or connected jump to layout or full	Tumbling passes that included twisting skills	Triple Jump Combination

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STUNT EXAMPLES

	Coed/Partner Stunts	2-Person Stunts	Group Stunts
Beginner Level			
Mounts	Toss chair, Walk-in to hands, Toss hands, etc.	Toss chair, Walk-in to hands, Toss hands press extension, etc.	Toss extended double leg stunt, connected single leg stunt, connected 1/2 twisting to extended double leg stunt, etc.
Dismounts	Pop off, Straight Cradle, etc.	Pop off, Straight Cradle, etc.	Pop off, Straight Cradle, Sponge, Side Prone, 1/2 Turn Cradle, etc.
Novice Level			
Mounts	Walk-in to Extension, Toss hands press extension, etc.	Toss extended double leg stunt, connected single leg stunt, connected 1/2 twisting to extended double leg stunt, etc.	Toss extended single leg stunt, Walk-up extended immediate body positions, toss 1/2 twisting to prep press extended double leg stunt, low-to-high tick tock, etc.
Dismounts	Pop off with flair, 1/4 twist to cradle, etc.	Pop off, Straight Cradle, Sponge, Side Prone, 1/2 Turn Cradle, etc.	Pop off, full down from two feet, waterfall, inverted braced dismounts, etc.
Low Intermediate Level			
Mounts	Walk-in to single leg stunt or toss extended double leg stunt, Walk-in or toss hands pump and go single leg/single arm stunt, etc.	Toss extended single leg stunt, Walk-up extended immediate body position, toss 1/2 twisting to prep press extended double leg stunt, low-to-high tick tock, etc.	Toss extended immediate body position stunt, full up to extended stunt, inversion (release) to prep pass extended stunt, inversion (no release) to extended level stunt, toss 1/2 twisting to extended level stunt, high-to-high tick tock, etc.
Dismounts	Pop off 1/2 twist, full twist from 2 feet, etc.	Pop off, full down from 2 feet, waterfall, inverted braced dismounts, etc.	Body position full down cradle, full twist to sponge, 1 1/4 Full down, 3/4 to Prone, etc.
High Intermediate Level			
Mounts	Toss hands pump and go to body positions, toss extended single leg stunt, Toss full up to hands	Toss extended immediate body position stunt, Full up to extended stunt, Inversion (release) to prep pass extended stunt, Inversion (no release) to extended level stunt, toss 1/2 twisting to extended level stunt, high-to-high tick tock, etc.	Toss inversion that starts at the half or pump and go to extended double leg stunt, 1 1/2 twist up to extended level stunt, Full up to immediate body position, low-to-high 1/2 around tick tock, 360 switch up, etc.
Dismounts	Full twist pop off, Full twist from single leg to cradle, etc.	Body position full down cradle, full twist to spong, 1 1/4 Full down, 3/4 to Prone, etc.	Body position full down cradle, full twist to sponge, full twist pop off, 3/4 flip to prone or cradle, kick full cradle, forward inverting dismounts, front flip to ground, etc.
Advanced Level			
Mounts	Toss extended immediate body position stunt, Toss full up to extended stunt, Toss extended one art stunt, release inversion to hands press extended stunt, etc.	Toss inversion that starts at the half or pump and go to extended double leg stunt, 1 1/2 twist up to extended level stunt, Full up to immediate body position,, low-to-high 1/2 around tick tock, 360 switch up, etc.	Toss inversion that start from the ground and immediately hits to the extended single leg stunt, Toss to inversion that starts from Hand to Hand or Handstand Inversion with pump and go to extended single leg stunt, 1 1/2 twist up to extended single leg stunt, back tuck rewind to two fee, low-to-high 360 tick tock, etc.
Dismounts	Front inverting dismounts, kick full cradle, etc.	Body position full down cradle, full twist to sponge, full twist pop off, 3/4 flip to prone or cradle, kick full cradle, forward inverting dismount, front flip to ground, etc.	All doble downs, inverting dismounts that include either 1 1/4 flip or a flip twist, 3/4 flip with 1/2 turn cradle, etc.
Elite Level			
Mounts	Release inversion to extended double leg stunt, Toss full up to one arm, Toss full up to immediate body position, back tuck rewind to two feet, low-to-high 360 tick tock, etc.	Toss inversion that start from the ground and immediately hits to extended single leg stunt, toss inversion that start from Hand to Hand or Handstand Inversion with pump and go to extended single leg stunt, 1 1/2 twist up to extended single leg stunt, back tuck rewind to two feet, low-to-high 360 tick tock, etc.	Inverted stunts with continuous movement and release from floor to body position. Toss inversions that start from Hand to Hand or Handstand Inversion to extended immediate body position, Toss inversion with 1/2 twist or more to extended level stunt, Double twist up to extended level stunt, high-to-high 360 tick tock, back tuck rewind to one foot, etc.
Dismounts	Double down, Backwards inverting dismounts, etc.	All doble downs, inverting dismounts that include either 1 1/4 flip or a flip twist, 3/4 flip with 1/2 turn cradle, etc.	All doble downs, inverting dismounts that include either 1 1/4 flip or a flip twist, 3/4 flip with 1/2 turn cradle, etc.

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CHEER QUANTITY RUBRIC

Partner Stunts			
Quantity Score	Minimum	Majority	Most
# of Athletes			
8-11	-	1 stunt group	2 stunt groups
12-15	1 stunt group	2 stunt groups	3 stunt groups
16-19	2 stunt groups	3 stunt groups	4 stunt groups
20	3 stunt groups	4 stunt groups	5 stunt groups

Jumps & Tumbling			
Quantity Score	Minimum (25-50%)	Majority (51-74%)	Most (75%)
# of Athletes			
	25-50% of team	51-74% of team	75% or more of team

Tosses			
Quantity Score	Minimum	Majority	
# of Athletes			
8-11	-	1 toss	
12-15	1 toss	2 tosses	
16-19	2 tosses	3 tosses	
20	3 tosses	4 tosses	

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CHEER DEDUCTIONS

Deductions		
Violation	Deduction	Example
Athlete Fall	0.25	Hands down in tumbling/jumps, knees down in tumbling/jumps, incomplete twist in tumbling, multiple body parts touch the floor in tumbling/jumps, drop to floor in individual skills, incomplete flipping or twisting stunt skill
Minor Stunt Fall	0.5	Cradle, dismount, or bringing down stunt/pyramid early for non-timing issues, base balling to floor during dismount, intentional boundary violation
Major Stunt Fall	1	Falls from individual stunt/pyramid/toss where multiple athletes and/or flyer fall to the ground
Unsportsmanlike Conduct	5	Use of profanity or vulgarity, taunting, excessive spirit during team entrance
Safety/Rules Violation	5	Inappropriate choreography, inappropriate uniform, jewelry, uniform malfunction
Timing Infraction	0.1 0.3 0.5	3-5 seconds over 6-10 seconds over 11 or more seconds over