



# Cheer/Table Judges Clinic 2019

# Agenda

## Two-hour Clinic

- Review WVSSAC website for updated resources and documents
- Review location of judging information in the manual
- Discuss relevant changes
- Expectations

## Four-hour Clinic

- Review and Highlight Rules, Guidelines, Competition Score Sheet
- Review resource sheets for Tumbling, Partner Stunts and Pyramids
- Explain best practices for judging

# Resources

## WVSSAC Home Page

- School Resources
  - Interscholastic
    - <http://www.wvssac.org/interscholastic/>
  - Rules and Regulations
    - <http://www.wvssac.org/rules-and-regulations/>
- Sports
  - Cheerleading
    - <http://www.wvssac.org/sports-schedules/cheerleading/>
  - Cheer Manual



# Two-hour Clinic

Cheer/Table Judges

## Expectations for retuning cheer/table judges and choreographers

- Will review cheer manual for a refresher on definitions and are familiar with the scoresheet
- Know what is expected from you when judging competitions
- Take the type of competition judging into account and judge accordingly
- Understand and abide by the scoring procedures
- Apply changes discussed appropriately

## Handout and Reminders

- Sportsmanship
- Review handout
- Review cheer manual (pages 16-24)
- Review PowerPoints
- Practice judging before competition
- Best Practices

## Notable Changes

- Use of words – “Drivers”, “Majority” , “Most”
- Open portion
  - Removed starting value based on level
  - Will be judged on Technique Drivers
    - How well Tumbling, Partner Stunts and Pyramids are performed
- Degree of Difficulty
- Stunt skills – BP refers to Body Position
- Body Position = One legged skill other than straight leg or liberty positions

### Open

Dance

8

Tumbling

7

Partner Stunts/Pyramids

10

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## Technical Drivers and Scoring for Open

- “Drivers” refers to the skills being evaluated to determine appropriate scoring
- **Tumbling scored in the Open (7 Points)**
- A team’s ability to execute standing and running tumbling with excellent precision and form
- Technique Drivers include:
  - Approach, Speed, Body Control, Body Form, Landings, Synchronization



# Tumbling

## “Majority” and “Most”

- Majority and Most replace
  - Half team
  - Half team but not full team
  - More than half
  - Full team
- Definitions
  - Below = Less than half the team members perform the skill
  - Majority = The “majority” or at least half of the team members perform the skill
  - Most = “Most” or almost all the team members perform the skill

## Technical Drivers and Scoring for Open (Continued)

- **Partner Stunts and Pyramids in the Open (10 Points)**
- **Technique Drivers include:**
  - Top Person/Body Control, Position, and Technique
  - Bases/Spotters/Stability of the Stunt
  - Entries/Transitions/Dismounts
  - Obvious Mistakes
  - Synchronization
  - Timing
  - Proper Building Technique

## Partner Stunts and Pyramids

### “Majority” and “Most”

- “Majority” and “Most” for Partner Stunts and Pyramids are defined in the stunt quantity chart
- Determined by number of athletes on a team
- Separate chart for High School and Middle School
- Majority and Most replace
  - 1/3 team
  - 2/3 team
  - 3/3 team
  - 4/3 team

# Overall Appeal Scoring

- Overall Appeal Category includes:
  - **Choreography/Creativity (10 points)**
    - Variety and combination of moves and skills performed, incorporation, transition/flow and pace of skills performed, formation, and line work compliments the music, level of difficulty of choreography incorporated
  - **Level of Difficulty (15 points)**
    - Should be considered in judging tumbling, partner stunts, pyramids

# Level of Difficulty Scoring

- Degree of Difficulty
  - Pages 20-24 used for competitions
  - Tumbling Difficulty = 5 points
  - Partner Stunt Difficulty = 5 points
  - Pyramids Difficulty = 5 points

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## **Overall Appeal**

Choreography/Creativity 10

Level of Difficulty 15

Subtotal: (25)

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Difficulty  
Drivers

Tumbling

- Degree of Difficulty
- Percent of Team Participation
- Combination of Skills
- Synchronization of Passes
- Variety of Passes
- Height

Level of  
Difficulty

Tumbling  
**5 Points**

- Tumbling for the entire routine evaluated
- Chart includes:
  - Level of Skills
  - Skills included in each Level
  - Points to be Awarded based on number of athletes performing skill
    - Includes a (0.5) range

# Level of Difficulty

# Tumbling Example

Tumbling Chart Quantity		
# of athletes	Majority	Most
12-14	6	10

Level	Standing Tumbling	Points Awarded
IV	Standing Back Tuck • BHS series to Back Tuck • Jump BHS Back Tuck • Jump BHS series to Back Tuck • Series combo involving three skills	Below = 3.0-3.5 Majority = 3.5-4.0 Most = 4.0-4.5

Example using 13 athletes:  
1-5 athletes = Below - Difficulty between 3.0-3.5  
6-9 athletes = Majority - Difficulty between 3.5 - 4.0  
10-13 athletes = Most - Difficulty between 4.0-4.5  
\* Utilize the ranges to ensure numbers of athletes are being accounted for



## Difficulty Drivers

## Partner Stunts and Pyramids

- Degree of Difficulty
- Percent of team participation
- Combination of skills
- Pace of skills performed

Level of  
Difficulty

Partner Stunts  
5 Points

- Partner Stunts for the entire routine evaluated
- Chart includes:
  - Level of Skills
  - Points Awarded for Level
  - Low Range Stunts
  - High Range Stunts
- Additional Level Appropriate and Elite Level Skills sheet
  - Middle Schools are expected to abide by Rules, Regulations and Modifications

Level of  
Difficulty

Pyramids  
**5 Points**

- Pyramids for the entire routine evaluated
- Chart includes:
  - Level of Skills
  - Points Awarded for Level
  - Pyramid with structure and level details
- Additional Level Appropriate and Elite Level Skills sheet
  - Middle Schools are expected to abide by Rules, Regulations and Modifications

## Level of Difficulty

## Partner Stunts and Pyramids

- Skills will only receive full credit for Degree of Difficulty if control is shown from one skill to the next skill
- Levels Sheet Includes Level Appropriate Skills and Elite Level Skills for:
  - Inversions
  - Releases
  - Twisting
  - Dismounts
  - General/Other Stunts

## Consistency in Judging

- Review and memorize pages 16-24 of the cheer manual
- Review Technical Drivers to determine score for Open category
- Determine level of skill before scoring Level of Difficulty
- Count the number of team members prior to the start of the routine
- Script everything! – Take Good Notes!
- Refer back to scripting sheets as needed
- Award points using each category criteria
- Utilize record keeping sheet at competitions

# Script Sheet

# of team members

Script in each category you have to judge

After routine, evaluate skills and difficulty

Add main points to comments after judging for quick review

Team Name	# of team members	Division
Cheer IIII M-NW,BW,LV NT, slps, TT – front + back leg on spc/form +, voice -, face ☹, chor ++	hurdler, toes	Tumbling
▲	360 heel → show n go tap switch up heel, besk, TD	4
▲	4	FS HND T HND <sub>2</sub> T
▲		
▲		
▲		
Comments: Spacing between stunts, spirit fades in transitions, transitions sloppy, needs polished , dance cute but sloppy		

# Scoring Procedures

- Scoring criteria
  - Use whole numbers so tenths to one decimal – 3.0 and 3.2
  - Make sure to add scores correctly
  - Changing as score - draw a line through the score and initial change
  - Be legible
  - Confidentiality is of the utmost importance
  - Score each team in each category for what it is worth

## Questions and Contact Information

- Questions
- Contact Information:
  - Misti Woldemikael
  - [mistimichael@hotmail.com](mailto:mistimichael@hotmail.com)
  - Include “cheer” in the subject





# Four-hour Clinic

Cheer/Table Judges



## Next Steps after the Clinic

- Preparation for Test
- Preparation for Competition
- Day of Competition
- Best Practices for Judging
  - What to look for
  - How to score consistently

## Next Steps after the Clinic (Continued)

- Preparation for Test
  - 100 questions (50 technical/safety questions)
  - Review pages 16-24 in the cheer manual
  - Review information in Interscholastic and National Federation handbook
  - Review notes from clinic

## Next Steps after the Clinic and passing the test

- Preparation for Competition
  - Certified to judge competitions sanctioned by WVSSAC
  - When contracted to judge any competition, keep it confidential
  - If contacted to judge Regionals or States, indicate any associations with teams to avoid conflict of interest
    - Also true for all competitions

## Next Steps Preparing for the Day of Competition

- Preparing for Competition
  - Review and memorize the score sheet and levels of difficulty
  - Practice using some online videos
  - Manage expectations and evaluate accordingly
  - Discover what is provided and ask questions as necessary
    - Obtain directions for site
    - Pack calculator, pens/pencils, record keeping sheets, etc.

## Next Steps Day of Competition

- Day of Competition – review handout
  - Arrive at the competition site one hour prior to start time
  - Dress professionally
  - Sign and add judges number to sheet
  - Do Not:
    - Watch warm-ups
    - Communicate with coaches
    - Confer with judges
    - Divulge results
    - Leave until excused by head Safety Judge

## Next Steps Best Practices

- Best Practices for Judging
  - What to look for
  - How to score consistently
  - Review Pages 16-17 of Cheer Manual (also included in the handout)

## Main Points

- Undivided attention to each team
- Judge the team as a whole/do not fixate on one team member
- Script Everything
- Determine level of skill before scoring (pages 20-23 in the manual)
- Score accurately
- Keep a running total of scores (see Record Keeping Sheet)
- Consistency is Key!



# Categories Total Score

Reference Cheer  
Manual Page 18-19

- Technical Cheer 30 points
- Open 25 points
- Overall Appeal 25 points
- Projection 10 points
- Overall Effect 10 points  
**100 points**

# Technical Cheer

- Motion Technique 5 pts
  - Precision of Motions 5 pts
  - Formations/Spacing/Use of Floor 5 pts
  - Voice/Facial Expression 5 pts
  - Jumps 5 pts
  - Choreography/Creativity 5 pts
- 30 pts**

# Technical Cheer Evaluation

## Motion Technique

- Placements
- Levels
- Flying Arms
- Bent Wrist
- Thumb/Fist Placement

## Precision of Motions

- Sharpness
- Synchronization
- Mirror Image
- Slaps/Cleans are together

# Technical Cheer Evaluation (Continued)

## **Formations/Spacing/Use of Floor**

- Number and variety of formation changes
- Spacing for each formation
- Transitions from one formation to another
- Variety and creativity
- Utilization of the floor

## **Voice**

- Rhythm/timing of words
- Vocal projection
- Clarity
- Audible

## **Facial Expression**

- Natural, positive facial expression
- Exhibits good sportsmanship

# Technical Cheer Evaluation

\* Jumps should be evaluated on quality, not quantity or degree of difficulty

## Jumps

- Overall Technique and Form
- Approach
- Synchronization
- Height
- Pointed Toes
- Landing



# Technical Cheer Evaluation (Continued)

## Choreography/Creativity

- Is the cheer put together in a clean concise way?
- Are the words different from what you've ever heard?
- Are the cheer components performed in a unique way?
- Are there a variety of moves?
- Does the cheer have good transitions and flow?

# Open

- Dance 8 pts
  - Tumbling 7 pts
  - Partner Stunts and Pyramids 10 pts
- 25 pts**

# Open

## Dance (8 points)

- A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of moves and levels, formation changes
- Includes: technique, perfection, synchronization, pace and intricacy of dance moves performed
- Must perform 6 consecutive 8 counts – Technical Judge will let you know



Open

Tumbling  
(7 points)

- Evaluate tumbling on the team's ability to execute standing and running tumbling with excellent precision and form
- **Evaluate Technical Drivers**
  - Approach
  - Speed
  - Body Control
  - Body Form
  - Landings
  - Synchronization

Open

Partner  
Stunts and  
Pyramids  
(10 points)

- Evaluate partner stunts and pyramids on the team's ability to execute skills with confidence and control
- **Evaluate Technical Drivers**
  - Top Person/Body Control, Position, and Technique
  - Bases/Spotters/Stability of the Stunt
  - Entries/Transitions/Dismounts
  - Obvious Mistakes
  - Synchronization
  - Timing
  - Proper Building Technique

# Overall Appeal

- Choreography/Creativity 10 pts
  - Level of Difficulty 15 pts
- 25 pts**

# Overall Appeal

## Choreography/ Creativity (10 points)

- Choreography/Creativity

Variety and combination of moves and skills performed, incorporation, transition/flow and pace of skills performed, formation, and line work compliments the music, level of difficulty of choreography incorporated

# Overall Appeal

## Level of Difficulty (15 points)

- Level of Difficulty should be considered in judging tumbling, partner stunts, pyramids
- If the routine involves a variety of levels, judges will take into consideration the average of all skills performed when scoring.
- Understand and memorize
  - Pages 20-24 used for competitions
  - Quantity charts
  - Difficulty Drivers
  - Skill levels
  - Tumbling, Partner Stunts, and Pyramids = 5 points each

# Projection

- Expression/Spirit/Showmanship 10 pts

# Projection

Expression/  
Spirit/  
Showmanship  
**(10 points)**

- Projection includes a team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
- Expression/Spirit - Facial, expressions coincide with cheer/music, eye contact, smiles, attitude, personality, exhibits positive team work
- Showmanship - Routine exciting, flashy, fun to watch, communicates enthusiasm to the crowd, overall visual effect, team personality, words and actions exhibit good sportsmanship

# Overall Effect

- Overall Effect

10 pts



# Overall Effect

**(10 points)**

- Overall Effect is a team's ability to
  - Demonstrate precise spacing in formations
  - Have seamless patterns of movement in transitions performed throughout the routine
  - Perform skills and moves including creative, unique, visually appealing and intricate ideas to enhance overall appeal

## Overall Effect (Continued) (10 points)

- Evaluate:
  - Timing – spacing for stunts, tumbling, cradles, pyramid building and dismounting, missed motions.  
Confidence in stunts
  - Perfected transitions and formations
  - Synchronization throughout routine
  - Perfection of routine
  - Overall appearance

## Scripting reminders

- Refer back to slide 22
- Ensure you evaluate each team the same from the start



## Main takeaways

- When in doubt ask
- Prepare before the competition
- Be present in the moment and give each team a proper and fair evaluation
- Utilize the criteria set forth for your evaluation
- The first team scored will be the basis for all other scoring throughout the day
- Be fair and consistent

## Questions and Contact Information

- Questions
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  - Misti Woldemikael
  - [mistimichael@hotmail.com](mailto:mistimichael@hotmail.com)
  - Include “cheer” in the subject