



2023-2024

***YOUTH
CHEER & DANCE
SCORING PACKET***

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 09.18.23

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2023-2024

YOUTH CHEER SCORING RUBRICS

WORLD CLASS CHAMPIONSHIPS

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WCC Youth Affiliated Cheer Divisions

Divisions are based on the age of the oldest athlete on the team.

Levels are based on the degree of difficulty for the skills performed.

<u>Division</u>	<u>Ages as of July 31, 2023</u>	<u>Levels</u>	<u>Athletes</u>
Division 6U	6 years and younger	Limited Level 1	5-38 Athletes Male and/or female
Division 8U	8 years and younger	Limited Level 1 Level 1	5-38 Athletes Male and/or female
Division 10U	10 years and younger	Limited Level 1 Levels: 1, 2, 2.1*	5-38 Athletes Male and/or female
Division 11U	11 years and younger	Limited Level 1 Levels: 1, 2, 2.1*	5-38 Athletes Male and/or female
Division 12U	12 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1*	5-38 Athletes Male and/or female
Division 13U	13 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1* Non-Tumble (Any Level)	5-38 Athletes Male and/or female
Division 15U	15 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1*, 4, 4.2* Non-Tumble (Any Level)	5-38 Athletes Male and/or female
Division 17U	17 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1*, 4, 4.2* Non-Tumble (Any Level)	5-38 Athletes Male and/or female

Division Splits: Small 5-12, Medium 13-20, Large 21-28, Super 29-38, Small Coed 2-4 Males, Large Coed 5-11 Males, All Girl 0-1 Males

*Levels with a decimal point: The first number represents the stunting level and the second number represents the tumbling level.

WCC Youth NA Cheer Divisions

Divisions are based on the age of the oldest athlete on the team.

Levels are based on the degree of difficulty for the skills performed.

<u>Division</u>	<u>Ages as of July 31, 2023</u>	<u>Levels</u>	<u>Athletes</u>
Division 6U	6 years and younger	Limited Level 1	5-38 Athletes Male and/or female
Division 8U	8 years and younger	Limited Level 1 Level 1	5-38 Athletes Male and/or female
Division 10U	10 years and younger	Limited Level 1 Levels: 1, 2, 2.1*	5-38 Athletes Male and/or female
Division 12U	12 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1*	5-38 Athletes Male and/or female
Division 14U	14 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1* Non-Tumble (Any Level)	5-38 Athletes Male and/or female
Division 16U	16 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1*, 4, 4.2* Non-Tumble (Any Level)	5-38 Athletes Male and/or female
Division 18U	18 years and younger	Limited Level 1 Levels: 1, 2, 2.1*, 3, 3.1*, 4, 4.2* Non-Tumble (Any Level)	5-38 Athletes Male and/or female

Division Splits: Small 5-12, Medium 13-20, Large 21-28, Super 29-38, Small Coed 2-4 Males, Large Coed 5-11 Males, All Girl 0-1 Males

*Levels with a decimal point: The first number represents the stunting level and the second number represents the tumbling level.

WCC Youth Cheer Categories

Affiliated Categories:

- **Performance Show Cheer (Music Only) - 2:30 Routine Time Limit**

This is a music only category. Perform a 2:30 routine comprised of the level appropriate cheerleading skills: Motions, Dance, Jumps, Stunts & Tumbling. This routine seamless and creatively integrates the required skills using formations changes that make visually appealing "moments" to entertain the crowd. The failure to perform any required skills will result in a score of 0 points. Crowd leading materials are permitted.

- **Performance Show Cheer Non-Tumble (Music Only) - 2:30 Routine Time Limit**

This category is the same as described above, however, no tumbling skills are permitted. The failure to perform any required skills will result in a score of 0 points. Crowd leading materials are permitted. Tumbling skills are not permitted.

- **Traditional Show Cheer (Cheer + Music) - 2:30 Routine Time Limit / Music Portion 1:30 Time Limit**

This routine must be a combination of *Performance Show Cheer* and a *Crowd Leading Cheer section without music*. Crowd leading materials are highly encouraged. The failure to perform any required skills will result in a score of 0 points.

- **Sideline Performance Cheer (Cheer Only) - 1:30 Routine Time Limit (Only Divisions 8 through 15; Level 1)**

This routines is any cheer of your choice. The focus is to be on leading the crowd using any crowd leading materials such as signs, poms, megaphones, flags, and banners that a team would traditionally use on the sideline at games. The failure to perform any required skills will result in a score of 0 points. Tumbling is not required.

Non-Affiliated Categories:

- **Performance Show Cheer (Music Only) - 2:30 Routine Time Limit**

This is a music only category. Perform a 2:30 routine comprised of the level appropriate cheerleading skills: Motions, Dance, Jumps, Stunts & Tumbling. This routine seamless and creatively integrates the required skills using formations changes that make visually appealing "moments" to entertain the crowd. The failure to perform any required skills will result in a score of 0 points. Crowd leading materials are permitted.

- **Performance Show Cheer Non-Tumble (Music Only) - 2:30 Routine Time Limit**

This category is the same as described above, however, no tumbling skills are permitted. The failure to perform any required skills will result in a score of 0 points. Crowd leading materials are permitted. Tumbling skills are not permitted

For the 2023-2024 season, Youth cheer teams will follow the **YCADA Rules** for all leveled divisions. However, the scoring will be based off of the **WCC Youth Cheer Rubrics & Skills Charts** below.

WCC reserves the right to combine or split divisions to maintain competitive integrity.

2023-2024 WCC YOUTH PERFORMANCE SHOW CHEER SCORING RUBRIC - BUILDING

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL

3.5	Skills performed do not meet 4.0 requirement
4.0	4 different level appropriate skills performed by MOST of the team
4.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty, Max Participation, Pace and Connection. Each category has a maximum number of points, outlined in the grey charts below for a total of 1.5 points.

DEGREE OF DIFFICULTY (0-0.8)

SKILL #	ADVANCED SKILL BY MOST	ELITE SKILL BY MOST
SKILL 1	0.1	0.2
SKILL 2	0.1	0.2
SKILL 3	0.1	0.2
SKILL 4	0.1	0.2

PACE & CONNECTION(0-0.1)

Majority of the sequence has a consistent/quick pace & connection	0.1
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BUILDING QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5-11	1	1	2
12-15	1	2	3
16-19	2	3	4
20-23	3	4	5
24-27	4	5	6
28-31	5	6	7
32-38	6	7	8

TOSS DIFFICULTY

A Toss is not a required skill in the youth categories.

If a Toss is performed, it will be scored as a stunt skill. Difficulty is assessed by the type of toss performed and any applicable stunt drivers.

Teams that only perform 1 toss will not receive additional stunt difficulty. Tosses must be performed by MOST of the team in the same section either synchronized or rippled to be counted towards stunt difficulty.

*See tosses on the skills chart for level appropriate, advanced, and elite tosses.

MAX PARTICIPATION (0-0.6)

RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES

Level Appropriate Skill by MAX	0.4
Advanced Skill by MAX	0.5
Elite Skill by MAX	0.6

PYRAMID DIFFICULTY

3.5-4.0	Skills performed do not meet Low range requirement
4.0-4.5 - LOW	2 different level appropriate skills and 2 structures performed by MOST of the team
4.5-5.0 - MID	3 different level appropriate skills and 2 structures performed by MOST of the team
5.0-5.5 - HIGH	4 different level appropriate skills and 2 structures performed by MOST of the team

PYRAMID DIFFICULTY DRIVERS

Degree of Difficulty:

- Maximizing the number of groups performing each level appropriate transition
- Utilizing level appropriate stunts into structures/within sequence
- Combination of skills (level and non-level appropriate)
- Pace & Connection of skills performed

ADDITIONAL INFORMATION

Same Section - Single portion of the routine where skills from a skill set (Stunts, Pyramids, Tosses) are performed. Athletes may not be recycled.

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

Structure - Two or more stunts connected to one another

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion, needle

Pyramids: Not required in limited level 1 and will not be scored.

2023-2024 WCC YOUTH PERFORMANCE SHOW CHEER SCORING RUBRIC - TUMBLING

JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.
WHIP APPROACH- CONTINUOUS MOVEMENT THROUGH SWING, CONNECTING 2 OR MORE JUMPS.

3.0	Skills performed do not meet 3.5 requirement
3.5	MOST of the team performs 1 advanced jump
4.0	MOST of the team performs 2 advanced jumps. Must be synchronized and include a variety.
4.5	MAX of the team performs 3 connected advanced jumps OR 2 connected advanced jumps +1 additional advanced jump. Must be synchronized and include a variety. Variety is not required on the connected jumps.

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5-11	5	6	7
12-15	6	7	9
16-19	8	10	12
20-23	10	13	16
24-27	12	15	19
28-31	14	18	22
32-38	16	20	25

ADDITIONAL INFORMATION

- **Same Section*** would include standing and running tumbling skills/passes being performed. NOT REQUIRED FOR YOUTH CATEGORIES.
- Standing/Running Tumbling Difficulty and the Degree of Difficulty driver can be achieved by a cumulative approach.
- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e., jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e., Toe Touch-BHS-Toe Touch- BHS is considered 1 pass).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.

JUMPS

- Variety- at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (I.e. left/right hurdler)
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e., jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine

STANDING & RUNNING TUMBLING DIFFICULTY

2.5	Skills performed do not meet 3.0 requirement
3.0	MOST of the team performs a level appropriate pass
3.5	MOST of the team performs an Advanced level appropriate pass
4.0	MOST of the team performs an Elite level appropriate pass

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based on the following criteria: Degree of Difficulty & Max Participation.

Each category has a maximum number of points, outlined in the grey charts below for a total of 1 point.

DEGREE OF DIFFICULTY (0-0.6)

(To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT)

	ADVANCED BY MAJORITY	ELITE BY MAJORITY
SKILL/PASS	0.1	0.2
	ADVANCED BY MOST	ELITE BY MOST
SKILL/PASS	0.3	0.4

MAX PARTICIPATION (0-0.4)

(**SAME SECTION*** - NOT REQUIRED. CUMULATIVE APPROACH THROUGHOUT ENTIRE ROUTINE - ATHLETES MAY BE RECYCLED)

Level Appropriate Skill/Pass by MAX	0.1
Advanced Level Appropriate Skill/Pass by MAX	0.2
Elite Level Appropriate - Skill/Pass by MOST	0.3
Elite Level Appropriate - Skill/Pass by MAX	0.4

2023-2024 WCC YOUTH PERFORMANCE SHOW CHEER SCORING RUBRIC - EXECUTION

EXECUTION-STUNT/PYRAMID & STANDING/RUNNING TUMBLING

	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.
5.0	<ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/ Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

STUNT/PYRAMID EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

TOP PERSON	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill
Synchronization	<ul style="list-style-type: none"> • Timing <p><small>*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for synchronization.</small></p>

STANDING/RUNNING TUMBLING EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

APPROACH	<ul style="list-style-type: none"> • Arm placement into a pass/skill • Swing/prep • Chest placement
BODY CONTROL	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
LANDINGS	<ul style="list-style-type: none"> • Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization	<ul style="list-style-type: none"> • Timing <p><small>*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for synchronization.</small></p>

EXECUTION-JUMPS

	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.
5.0	<ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Jumps or 1 athlete in Tosses • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

TOSS EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

Any toss that is performed will be evaluated for execution and applied to the stunt execution score.	
TOP PERSON	<ul style="list-style-type: none"> • Body control • Consistent execution of skill/trick • Legs straight/toes pointed • Arm placement
Bases/Spotters	<ul style="list-style-type: none"> • Using arms/legs to throw together (Timing) • Solid stance • Controlled • Cradle
Height	<ul style="list-style-type: none"> • Distance between top persons' feet and hands of the bases (The value will deducted will not exceed .1)

JUMP EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

Arm Placement	<ul style="list-style-type: none"> • Approach • Consistent entry • Swing/prep • Arm position within jump(s)
Leg Placement	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement/rotation/hyper extension • Legs/feet together • Chest placement • Landings
Synchronization	<ul style="list-style-type: none"> • Timing (The value deducted will not exceed .1)

2023-2024 WCC YOUTH PERFORMANCE SHOW CHEER SCORING RUBRIC - OVERALL

FORMATIONS & TRANSITIONS

1.0-2.0	A team's ability to demonstrate precise spacing, formations, and transitions. The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation, spacing, and/or transition that lacks precision.
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ROUTINE CREATIVITY

1.5-2.0	<p>Routine Creativity is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge and is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective categories as defined below.</p> <p><u>Overall Judge:</u> Innovative, visual, and intricate ideas as well as any additional skills performed that enhance the overall appeal and flow of the routine. Overall judges scores encapsulate the entire routine from start to finish.</p> <p><u>Building Judge:</u> Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills.</p> <p><u>Tumbling Judge:</u> Incorporation of clear visual tumbling patterns that enhance the skills performed.</p>
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DANCE

Dance will be evaluated as a team's ability to demonstrate a high level of energy and entertainment value while incorporating a variety of difficulty elements and demonstrating strong execution (based on the elements below).

0.5-1.0	DIFFICULTY	Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace
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0.5-1.0	EXECUTION	Technique • Perfection • Motion Strength/Placement • Synchronization • Energy
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SHOWMANSHIP

1.0-2.0	<p>Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges based on the panel's impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, showmanship, eye contact, and facial expression.</p> <p>This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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2023-2024 WCC YOUTH TRADITIONAL SHOW CHEER SCORING RUBRIC - CHEER SECTION

CROWD LEADING

The team's ability to lead a crowd through use of verbal commands in call and response style cheer, supported by proper use and timing of skills to support crowd engagement. Teams should demonstrate high levels of energy and positively promote their organization within their cheer. This will include cheer motion execution and proper use of signs, poms, megaphones or flags.

CROWD LEADING CROWD EFFECTIVE MATERIAL

3.5-4.0	LOW	Lacks crowd effective material
4.0-4.5	MID	Moderate crowd effective material
4.5-5.0	HIGH	Excellent crowd effective material

CROWD LEADING ABILITY & ENERGY TO LEAD THE CROWD

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

CROWD LEADING PROPER USE OF MEGAPHONES, SIGNS, POMS, &/OR FLAGS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

SKILL INCORPORATION

Effective use of cheerleading skills: stunts, pyramids, tosses, tumbling and jumps; to enhance and support crowd engagement.

SKILL INCORPORATION PROPER USE OF SKILLS TO LEAD THE CROWD

3.5-4.0	LOW	Lacks proper use of skills to lead the crowd
4.0-4.5	MID	Moderate use of skills to lead the crowd
4.5-5.0	HIGH	Excellent use of skills to lead the crowd

SKILL INCORPORATION EXECUTION - PROPER TECHNIQUE, SYNCHRONIZATION & SPACING

3.5-4.0	LOW	Lacks proper technique, synchronization & spacing
4.0-4.5	MID	Moderate technique, synchronization & spacing
4.5-5.0	HIGH	Excellent technique, synchronization & spacing

SKILL INCORPORATION CATEGORY IMPRESSION

3.5-4.0	LOW	Lacks flow, overall crowd effectiveness & difficulty of practical skill
4.0-4.5	MID	Moderate flow, overall crowd effectiveness & difficulty of practical skill
4.5-5.0	HIGH	Excellent flow, overall crowd effectiveness & difficulty of practical skill

2023-2024 WCC YOUTH AFFILIATED SIDELINE SCORING RUBRIC - CROWD LEADING

CROWD LEADING

The team's ability to lead a crowd through use of verbal commands in call and response style cheer, supported by proper use and timing of skills to support crowd engagement. Teams should demonstrate high levels of energy and positively promote their organization within their cheer. This will include cheer motion execution and proper use of signs, poms, megaphones or flags.

SITUATIONAL SIDELINE GAME DAY SITUATION

3.5-4.0	LOW	Lacks appropriate situation effective material
4.0-4.5	MID	Moderate situation effective material
4.5-5.0	HIGH	Excellent situation effective material

SITUATIONAL SIDELINE CROWD LEADING EFFECTIVENESS

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

SITUATIONAL SIDELINE CROWD LEADING TOOLS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

SITUATIONAL SIDELINE EXECUTION OF MOTIONS & SKILLS

3.5-4.0	LOW	Lacks proper motion strength/placement & skill technique
4.0-4.5	MID	Moderate motion strength/placement & skill technique
4.5-5.0	HIGH	Excellent motion strength/placement & skill technique

CROWD LEADING GAME DAY MATERIAL

3.5-4.0	LOW	Lacks crowd effective material
4.0-4.5	MID	Moderate crowd effective material
4.5-5.0	HIGH	Excellent crowd effective material

CROWD LEADING CROWD LEADING EFFECTIVENESS

3.5-4.0	LOW	Lacks ability & energy to lead the crowd
4.0-4.5	MID	Moderate ability & energy to lead the crowd
4.5-5.0	HIGH	Excellent ability & energy to lead the crowd

CROWD LEADING CROWD LEADING TOOLS

3.5-4.0	LOW	Lacks proper use of signs, poms, megaphones or flags
4.0-4.5	MID	Moderate use of signs, poms, megaphones or flags
4.5-5.0	HIGH	Excellent use of signs, poms, megaphones or flags

CROWD LEADING EXECUTION OF MOTIONS & SKILLS

3.5-4.0	LOW	Lacks proper motion strength/placement & skill technique
4.0-4.5	MID	Moderate motion strength/placement & skill technique
4.5-5.0	HIGH	Excellent motion strength/placement & skill technique

OVERALL IMPRESSION

7.0-8.0	LOW	Lacks flow, overall crowd effectiveness & difficulty of practical skill
8.0-9.0	MID	Moderate flow, overall crowd effectiveness & difficulty of practical skill
9.0-10.0	HIGH	Excellent flow, overall crowd effectiveness & difficulty of practical skill

2023-2024 WCC YOUTH CHEER SKILLS CHARTS - LEVEL 1 LIMITED

HIGHLIGHTED IN ORANGE IS NA ONLY

HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	BRACED RELEASE STYLE	TWISTING	COMBINATION SKILLS	DISMOUNT STYLE
LEVEL APPROPRIATE				
			<ul style="list-style-type: none"> BACK STAND 1 LEG STUNT KNEE LEVEL SHOULDER SIT 	<ul style="list-style-type: none"> STEP DOWN
ADVANCED LEVEL APPROPRIATE				
	<ul style="list-style-type: none"> SWITCH UP TO LIB KNEE LEVEL SWITCH UP TO BODY POSITION KNEE LEVEL TIC TOC AT KNEE LEVEL (LIB TO LIB) 		<ul style="list-style-type: none"> PREP LEVEL 2 LEG STUNT PREP LEVEL SHOW & GO PREP LEVEL STRADDLE SIT PREP LEVEL FLAT BACK 	<ul style="list-style-type: none"> SHOVE WRAP
ELITE LEVEL APPROPRIATE				
	<ul style="list-style-type: none"> TIC TOC KNEE LEVEL (LIB TO BODY POSITION) TIC TOC KNEE LEVEL (BODY POSITION TO BODY POSITION) 		<ul style="list-style-type: none"> EXTENSION PREP HITCH 	

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Forward Roll Straddle Roll Pushup to Backbend 	<ul style="list-style-type: none"> Backward Roll (BWR) Handstand Cartwheel (CW) 	<ul style="list-style-type: none"> Handstand Forward Roll Cartwheel (CW) Series

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Forward Roll Series 	<ul style="list-style-type: none"> Cartwheel (CW) Roundoff (RO) 	<ul style="list-style-type: none"> Cartwheel (CW) Series Cartwheel - Round Off (RO) Cartwheel - Backward Roll Round Off - Backward Roll

2023-2024 WCC YOUTH CHEER SKILLS CHARTS - LEVEL 1

HIGHLIGHTED IN ORANGE IS NA ONLY
 HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	BRACED RELEASE STYLE	TWISTING	COMBINATION SKILLS	DISMOUNT STYLE
LEVEL APPROPRIATE				
			<ul style="list-style-type: none"> • BACK STAND • STRADDLE SIT • FLAT BACK • 1 LEG STUNT BELOW PREP LEVEL • SHOULDER SIT • PREP LEVEL 2 LEG STUNT 	<ul style="list-style-type: none"> • STEP DOWN
ADVANCED LEVEL APPROPRIATE				
<ul style="list-style-type: none"> • GROUND LEVEL INVERSIONS TO GROUND LEVEL 	<ul style="list-style-type: none"> • SWITCH UP TO LIB BELOW PREP LEVEL • SWITCH UP TO BODY POSITION BELOW PREP LEVEL • TIC TOC BELOW PREP LEVEL (LIB TO LIB) 	<ul style="list-style-type: none"> • 1/4 TWISTING TRANSITION TO BELOW PREP LEVEL LIB WITH BRACER • 1/4 TWISTING TRANSITION TO BELOW PREP LEVEL • 1/4 DOWN TO GROUND LEVEL 	<ul style="list-style-type: none"> • SHOULDER STAND • PREP LEVEL SHOW & GO • SHOW & GO ABOVE PREP LEVEL • EXTENSION PREP HIT CH • PRONE TRANSITION 	<ul style="list-style-type: none"> • STRAIGHT CRADLE • POP OFF
ELITE LEVEL APPROPRIATE				
	<ul style="list-style-type: none"> • TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION) • TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION) 	<ul style="list-style-type: none"> • 1/4 TWISTING TRANSITION TO PREP FROM BELOW PREP LEVEL • 1/4 TWISTING TRANSITION FROM PREP LEVEL • 1/4 TWISTING TO PREP LEVEL 1 LEG STUNT FROM BELOW PREP LEVEL 	<ul style="list-style-type: none"> • CHAIR SIT • EXTENDED STRADDLE SIT • EXTENDED FLAT BACK 	<ul style="list-style-type: none"> • 1/4 TURN CRADLE • 1/4 POP OFF

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> • Forward Roll • Straddle Roll • Pushup to Backbend • Backward Roll (BWR) • Handstand • Backbend Kick Over • Standing Backbend • Front Limber/Back Limber • Cartwheel (CW) 	<ul style="list-style-type: none"> • Handstand Forward Roll • Back Extension Roll • Front Walkover (FWO) • Back Walkover (BWO) • BWO - BWR - BWO 	<ul style="list-style-type: none"> • Back Walkover Series • Back Walkover Switch Leg • Back Extension Roll - BWO/BWO Series • Valdez

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> • Cartwheel (CW) • Cartwheel - Backward Roll 	<ul style="list-style-type: none"> • Round Off (RO) • Front Walkover (FWO)/ FWO Series • Cartwheel - BWO 	<ul style="list-style-type: none"> • Cartwheel - BWO Series • FWO - Cartwheel/Round Off • FWO - CW - BWO/BWO Series • FWO - CW - BWO Switch Leg

2023-2024 WCC YOUTH CHEER SKILLS CHARTS - LEVEL 2

HIGHLIGHTED IN ORANGE IS NA ONLY
 HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	BRACED RELEASE STYLE	TWISTING	COMBINATION SKILLS	DISMOUNT STYLE
LEVEL APPROPRIATE				
<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO BELOW PREP LEVEL 	<ul style="list-style-type: none"> RELEASE STYLE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB TIC TOC PREP LEVEL (LIB TO LIB) 	<ul style="list-style-type: none"> 1/2 TWISTING TRANSITION TO BELOW PREP LEVEL 1/2 TWISTING TRANSITION TO PREP LEVEL 1/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT 1/4 TWISTING TRANSITION TO EXTENDED STUNT 	<ul style="list-style-type: none"> BARREL ROLL BRACED STEPPING STONE TRANSITION SUPERMAN TRANSITIONS 	<ul style="list-style-type: none"> STRAIGHT CRADLE FROM PREP LEVEL STRAIGHT CRADLE FROM PREP LEVEL BODY POSITION
ADVANCED LEVEL APPROPRIATE				
<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO PREP LEVEL 	<ul style="list-style-type: none"> TIC TOC PREP LEVEL (LIB TO BODY POSITION) 	<ul style="list-style-type: none"> 1/2 TWISTING TRANSITION TO PREP LEVEL BODY POSITION 1/2 TWISTING TRANSITION FROM EXTENDED STUNT TO CRADLE POSITION 1/2 TWISTING TRANSITION TO PRONE 	<ul style="list-style-type: none"> 1/4 TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT 1/4 TWISTING INVERSION TO PREP LEVEL 1 LEG STUNT LEAP FROG VARIATIONS 	<ul style="list-style-type: none"> 1/2 TWISTING DISMOUNT FROM SWEDISH FALLS STRAIGHT CRADLE FROM EXTENSION
ELITE LEVEL APPROPRIATE				
<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION) RELEASE STYLE SKILL FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> 1/2 TWISTING TRANSITION TO EXTENDED STUNT 	<ul style="list-style-type: none"> 1/2 TWISTING INVERSION TO PREP LEVEL STUNT 1/2 TWISTING INVERSION TO PREP LEVEL BODY POSITION 1/2 TWISTING TIC TOC AT PREP LEVEL 1 LEG STUNT TO BODY POSITION 	<ul style="list-style-type: none"> ONE TRICK DISMOUNTS FROM PREP LEVEL TO CRADLE 1/4 TWISTING DISMOUNT FROM PREP OR EXTENSION

TOSSES

NON-TWISTING - ADVANCED	TWISTING
<p>STRAIGHT RIDE TOSS</p>	

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Back Handspring (BHS) Back Handspring Step Out 	<ul style="list-style-type: none"> Back Extension Roll - BHS Back Walkover - BHS Back Walkover - BHS Step Out BWO - BHS Step Out - BWO 	<ul style="list-style-type: none"> BWO Switch Leg - BHS BHS Step Out - BWO - BHS Valdez - BHS Valdez - BHS Step Out Advanced Jump - Single BHS/Single BHS Step Out Dive Rolls

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Cartwheel - BHS Round Off (RO) - BHS Round Off (RO) - BHS Step Out 	<ul style="list-style-type: none"> CW - BHS Series RO - BHS Series Front Handspring (FHS) FWO - FHS 	<ul style="list-style-type: none"> Series Front Handsprings Bouncer/Flyspring FWO - RO - BHS/BHS Series CW - BHS Step Out - BWO - BHS/BHS Series RO - BHS Step Out - BWO - BHS/BHS Series

2023-2024 WCC YOUTH CHEER SKILLS CHARTS - LEVEL 3

HIGHLIGHTED IN ORANGE IS NA ONLY
HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	DISMOUNT STYLE
LEVEL APPROPRIATE				
<ul style="list-style-type: none"> BACK WALKOVER FROM CRADLE INVERSION FROM GROUND LEVEL TO PREP LEVEL INVERTED AT PREP LEVEL DOWNWARD INVERSION FROM WAIST LEVEL FORWARD ROLL FROM PRONE CRADLE 	<ul style="list-style-type: none"> RELEASE TO PREP LEVEL OR BELOW TWO LEG STUNT TIC TOC BELOW PREP LEVEL TO PREP LEVEL (LIB TO LIB) FULL RELEASE NON-TWISTING HALF HELICOPTER 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION BELOW PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL FULL TWISTING TRANSITION TO/AT PREP LEVEL TO 1 LEG STUNT 1/4 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT 	<ul style="list-style-type: none"> HALF TWISTING SUPERMAN TRANSITIONS SWING UP STUNTS FLYER GROUP SWITCHING TRANSITION 	<ul style="list-style-type: none"> FULL DOWN FROM PREP STRAIGHT CRADLE FROM EXTENDED 1 LEG STUNT POP OFF FROM EXTENSION 1 TRICK DISMOUNT FROM EXTENSION
ADVANCED LEVEL APPROPRIATE				
<ul style="list-style-type: none"> GROUND LEVEL INVERSION TO EXTENSION INVERSION FROM GROUND LEVEL TO PREP LEVEL BODY POSITION BACKWARD SUSPENDED ROLL 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB RELEASE TO PREP LEVEL ONE LEG STUNT TIC TOC PREP LEVEL LIB TO PREP BODY POSITION 	<ul style="list-style-type: none"> FULL UP TO PREP LEVEL BODY POSITION FULL TWISTING TRANSITION AT PREP LEVEL (LIB TO LIB) 1/2 TWISTING TRANSITION TO EXTENDED LIB 	<ul style="list-style-type: none"> FULL TWISTING INVERSION TO PREP 1/2 TWISTING INVERSION TO EXTENDED LIB 1/2 TWISTING SUSPENDED FORWARD ROLL 	<ul style="list-style-type: none"> FULL DOWN FROM EXTENSION 1/4 TWISTING DISMOUNT FROM EXTENDED 1 LEG
ELITE LEVEL APPROPRIATE				
<ul style="list-style-type: none"> GROUND LEVEL INVERSION TO EXTENDED LIB/BODY POSITION SUSPENDED FRONT FLIP 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL BODY POSITION RELEASE FROM PREP TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION AT PREP LEVEL (BODY POSITION TO BODY POSITION) 1/2 TWISTING TRANSITION TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FULL TWISTING TIC TOC AT PREP LEVEL (LIB TO BODY POSITION) FULL TWISTING TIC TOC AT PREP LEVEL (BODY POSITION TO BODY POSITION) FULL TWISTING INVERSION TO PREP LEVEL LIB 1/2 TWISTING INVERSION TO EXTENDED BODY POSITION FULL TWISTING SUSPENDED FORWARD ROLL 	<ul style="list-style-type: none"> 1/4 FULL DOWN FROM EXTENDED 2 LEG STUNT 1/4 FULL DOWN FROM PREP LEVEL 1 LEG TWO TRICK DISMOUNT FROM EXTENSION

TOSSES

NON-TWISTING - ADVANCED	TWISTING - ELITE
BALL ARCH • PRETTY GIRL ARCH • PIKE ARCH • KICK ARCH • TOE TOUCH	FULL TWIST

STANDING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> BHS - BHS/BHS step out Jump - BHS/BHS step out BHS/BHS Series - Jump 	<ul style="list-style-type: none"> BWO - BHS Series BHS - BHS - BHS or more Jump - BHS Series 	<ul style="list-style-type: none"> BHS/BHS Series - Jump - BHS/BHS Series Jump - BHS - Jump - BHS BHS Step out - BHS/BHS Series BHS Step out - BWO - BHS Series BWO - BHS - Jump - BHS/BHS Series

RUNNING TUMBLING

LEVEL APPROPRIATE	ADVANCED LEVEL APPROPRIATE	ELITE LEVEL APPROPRIATE
<ul style="list-style-type: none"> Round Off - Tuck Aerial 	<ul style="list-style-type: none"> Punch Front Round Off - BHS - Tuck Round Off - BHS Series - Tuck 	<ul style="list-style-type: none"> FWO - Aerial RO - BHS Step Out - 1/2 Turn - RO - BHS - Tuck FWO - RO - to - Tuck Bouncer/Flyspring - RO - to - Tuck Punch Front - RO - BHS - Tuck

2023-2024 WCC YOUTH CHEER SKILLS CHARTS - LEVEL 4

HIGHLIGHTED IN ORANGE IS NA ONLY
HIGHLIGHTED IN BLUE IS NEW IN 23-24

DISCLAIMER: THIS LIST IS NOT ALL ENCOMPASSING - UNLISTED SKILLS PERFORMED WILL BE COMPARATIVELY EVALUATED

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION SKILLS	COED STYLE	DISMOUNT STYLE
LEVEL APPROPRIATE					
<ul style="list-style-type: none"> DOWNWARD INVERSION EXITS FROM CRADLE GROUND LEVEL INVERSION TO EXTENSION 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED 1 LEG STUNT) RELEASE TO EXTENDED STUNT TIC TOC LIB TO BODY POSITION (LOW TO HIGH) 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION TO EXTENDED 2 LEG STUNT FULL TWISTING TRANSITION AT EXTENDED LEVEL 	<ul style="list-style-type: none"> FULL RELEASE NON-TWISTING HELICOPTER RELEASE MOVES 	<p>ASSISTED OR UNASSISTED:</p> <ul style="list-style-type: none"> WALK IN/TOSS EXTENDED DOUBLE LEG STUNT WALK IN/TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT WALK IN EXTENDED SINGLE LEG STUNT 	<ul style="list-style-type: none"> POP OFF EXTENDED STUNT POP OFF EXTENDED 1 LEG STUNT 1 1/4 FULL DOWN FROM EXTENDED STUNT 1 1/4 FULL DOWN PREP LEVEL 1 LEG STUNT NON TWISTING 2 TRICK CRADLE
ADVANCED LEVEL APPROPRIATE					
<ul style="list-style-type: none"> RELEASED INVERSION FROM PREP LEVEL TO PREP LEVEL TWO LEG PANCAKE FROM PREP LEVEL OR BELOW FULL TWISTING FORWARD SUSPENDED ROLL 	<ul style="list-style-type: none"> RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION TIC TOC LIB TO BODY POSITION (HIGH TO HIGH) 	<ul style="list-style-type: none"> FULL TWISTING TRANSITION TO EXTENDED BODY POSITION FULL TWISTING BODY POSITION TRANSITION AT EXTENDED LEVEL 1 1/2 UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> 1/2 TURN SWITCH UP TO EXTENDED BODY POSITION 1/2 TURN TIC TOC LIB TO BODY POSITION (LOW TO HIGH) INVERSION RELEASE 1/2 TURN TO LOADING POSITION INVERSION RELEASE 1/4 TURN TO EXTENDED 2 LEG STUNT 	<p>ASSISTED:</p> <ul style="list-style-type: none"> TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FRONT HANDSPRING 1/4 UP TO PREP LEVEL STUNT BUMP & GO EXTENDED 	<ul style="list-style-type: none"> 1 1/4 FULL DOWN FROM EXTENDED 1 LEG FULL TWISTING POP OFF
ELITE LEVEL APPROPRIATE					
<ul style="list-style-type: none"> RELEASED INVERSION FROM PREP LEVEL TO PREP LEVEL BODY POSITION DOWNWARD INVERSION FROM PREP LEVEL 	<ul style="list-style-type: none"> TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH) 	<ul style="list-style-type: none"> 1 1/2 TWISTING TRANSITION TO EXTENDED BODY POSITION 1 1/2 TWISTING BODY POSITION TRANSITION AT EXTENDED LEVEL 	<ul style="list-style-type: none"> 1/4 TURN TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH) 1 FULL TURN SWITCH UP TO EXTENDED 1 LEG STUNT INVERSION RELEASE 1/4 TURN EXTENDED BODY POSITION 1 1/2 TWISTING RELEASE MOVE TO PREP/EXTENSION 1 1/2 TWISTING INVERSION 	<p>UNASSISTED:</p> <ul style="list-style-type: none"> TOSS EXTENDED SINGLE LEG STUNT TOSS EXTENDED SINGLE ARM STUNT TOSS FRONT HANDSPRING 1/4 UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> 2 1/4 FULL DOWN FROM EXTENDED 2 LEG STUNT TWO TRICK CRADLES WITH 1 FULL TWIST

TOSSES

NON-TWISTING - ADVANCED

BALL KICK • PIKE-X • HITCH KICK • SWITCH KICK • DOUBLE TOE TOUCH

TWISTING - ELITE

BALL FULL • PIKE FULL • KICK FULL • TOE TOUCH FULL • FULL UP TOE TOUCH • KICK DOUBLE • DOUBLE TWISTING

STANDING TUMBLING

LEVEL APPROPRIATE

ADVANCED LEVEL APPROPRIATE

ELITE LEVEL APPROPRIATE

- Back Tuck
- BHS/BHS step out - Tuck
- BHS Series - Tuck
- Jump - BHS - Tuck
- 3/4 FLIPS TO SEAT

- Jump - Back Tuck
- BHS Series - Layout
- BHS - Layout

- BHS Series - Full
- Standing Full

RUNNING TUMBLING

LEVEL APPROPRIATE

ADVANCED LEVEL APPROPRIATE

ELITE LEVEL APPROPRIATE

- Round off - BHS - Layout/Layout step out/X-Out/Switch Leg
- PF step out - RO - to - Tuck

- PF step out - RO - to - Layout
- RO - BHS - Full
- Cartwheel - Full

- Punch Front step out - to - Full
- RO - Arabian - RO - to - Full



2023-2024

GROUP/PARTNER STUNT SCORING RUBRICS

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GROUP STUNT, COED GROUP STUNT, & PARTNER STUNT RUBRICS

The rubrics listed below will determine how the judges score the routine's difficulty and execution.

Please use the level appropriate skills charts from the team section above to determine which skills are *level appropriate*, *advanced level appropriate*, and *elite level appropriate* for *novice*, *intermediate*, and *advanced* divisions.

Coed Group Stunts are determined by at least 1 male athlete in a traditional group of 4 or 5 athletes.

Partner Stunt routines are only offered in the Intermediate and Advanced divisions.

*Not all events offer Group Stunt and/or Partner Stunt divisions.

Contact WCC for more info.

info@wccheer.com

2023-2024 WCC SCORING RUBRIC - GROUP STUNT & COED GROUP STUNT

ROUTINE TIME LIMIT & ROUTINE COMPOSITION

Group Stunt Time Limit: Routines may not exceed **1:00**. The routine must be performed to music. The routine should be focused on demonstrating the groups most elite skills sequenced together with level appropriate and non-level appropriate stunt skills. See the leveled skills charts for a listing of appropriate skills.

Choreography should be used to enhance the overall impression, fluidity of sequencing, and crowd engagement.

Choreography includes: stunt skills incorporated throughout the routine in a creative and visual manner, the flow of the sequences, the variety of flyer(s) and base(S) configuration, and transitional choreography.

Tumbling outside of a stunt transition will not be assessed as it is not a stunt skill, however, tumbling skills may be used to transition into and/or out of a stunt and will be scored accordingly.

Stand alone motion and/or dance sequences not used to directly enhance a stunt transition will not be scored.

Jumps are not to be performed as stand alone skills. A jump skill being used to transition into and/or out of a stunt will be scored towards creativity under the overall impression category.

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL

3.5	Skills performed do not meet 4.0 requirement
4.0	3 different level appropriate skills performed by the group. COED GROUPS: 1 of the 3 stunt skills must be Coed Style.
4.5	4 different level appropriate skills performed by the group. COED GROUPS: 1 of the 4 stunt skills must be Coed Style.
5.0	5 different level appropriate skills performed by the group. COED GROUPS: 1 of the 5 stunt skills must be Coed Style.
5.5	6 different level appropriate skills performed by the group. COED GROUPS: 1 of the 6 stunt skills must be Coed Style.

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty and Pace & Connection. Each category has a maximum number of points, outlined in the grey charts below for a total of 1.5 points.

PACE & CONNECTION(0.1-0.3)

Majority of the sequence has a consistent/quick pace & connection	0.3
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STUNT EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

TOP PERSON	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill • Timing

DEGREE OF DIFFICULTY (0.1-1.2)

SKILL #	ADVANCED SKILL BY MOST	ELITE SKILL BY MOST
SKILL 1	0.1	0.2
SKILL 2	0.1	0.2
SKILL 3	0.1	0.2
SKILL 4	0.1	0.2
SKILL 5	0.1	0.2
SKILL 6	0.1	0.2

EXECUTION-STUNT/TOSS

5.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A group's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/ Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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ROUTINE CREATIVITY

1.5-2.0	<p>Routine Creativity is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine.</p>
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SHOWMANSHIP

1.0-2.0	<p>Showmanship is based on the panel's impression of the entire performance encompassing all category areas focusing on the group's energy, genuine enthusiasm, showmanship, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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2023-2024 WCC SCORING RUBRIC - PARTNER STUNT

ROUTINE TIME LIMIT & ROUTINE COMPOSITION

Partner Stunt Time Limit: Routines may not exceed **1:00**. The routine must be performed to music. The routine should be focused on demonstrating the partnerships most elite skills sequenced together with level appropriate and non-level appropriate stunt skills. See the leveled skills charts for a listing of appropriate coed style stunt skills.

Choreography should be used to enhance the overall impression, fluidity of sequencing, and crowd engagement.

Choreography includes: stunt skills incorporated throughout the routine in a creative and visual manner, the flow of the sequences, and transitional choreography.

Tumbling outside of a stunt transition will not be assessed as it is not a stunt skill, however, tumbling skills may be used to transition into and/or out of a stunt and will be scored accordingly.

Stand alone motion and/or dance sequences not used to directly enhance a stunt transition will not be scored.

Jumps are not to be performed as stand alone skills. A jump skill being used to transition into and/or out of a stunt will be scored towards creativity under the overall impression category.

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL

3.5	Skills performed do not meet 4.0 requirement
4.0	3 different level appropriate COED stunt skills performed by the partnership.
4.5	4 different level appropriate COED stunt skills performed by the partnership.
5.0	5 different level appropriate COED stunt skills performed by the partnership.
5.5	6 different level appropriate COED stunt skills performed by the partnership.

STUNT DRIVERS

Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty and Pace & Connection. Each category has a maximum number of points, outlined in the grey charts below for a total of 1.5 points.

PACE & CONNECTION(0.1-0.3)

Majority of the sequence has a consistent/quick pace & connection	0.3
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STUNT EXECUTION DRIVERS

Each driver may include, but is not limited to, the below examples:

TOP PERSON	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Base/Spotter	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill • Timing

DEGREE OF DIFFICULTY (0.1-1.2)

SKILL #	ADVANCED SKILL BY MOST	ELITE SKILL BY MOST
SKILL 1	0.1	0.2
SKILL 2	0.1	0.2
SKILL 3	0.1	0.2
SKILL 4	0.1	0.2
SKILL 5	0.1	0.2
SKILL 6	0.1	0.2

EXECUTION-STUNT/TOSS

5.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A partnerships execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Stunts/ Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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ROUTINE CREATIVITY

1.5-2.0	<p>Routine Creativity is based on the partnerships incorporation of innovative, visual, and intricate ideas throughout the routine.</p>
---------	---

SHOWMANSHIP

1.0-2.0	<p>Showmanship is based on the panel's impression of the entire performance encompassing all category areas focusing on the partnerships energy, genuine enthusiasm, showmanship, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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2023-2024

CHEER
INDIVIDUAL / DUET / TRIO
SCORING RUBRIC

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CHEER INDIVIDUALS, DUETS, & TRIOS

Cheer individuals, duets, and trios will follow the rubrics listed below. These categories are NON-BUILDING categories.

Please use the level appropriate tumbling skills charts from the team section above to determine which skills are *level appropriate, advanced level appropriate, and elite level appropriate* for *novice, intermediate, and advanced* divisions.

*Not all events offer cheer individuals, duets, and trios.

Contact WCC for more info.

info@wccheer.com

2023-2024 WCC SCORING RUBRIC - CHEER INDIVIDUALS, DUETS, & TRIOS

ROUTINE TIME LIMIT & ROUTINE COMPOSITION

Cheer Individuals, Duets & Trios: Routines may not exceed **1:00**. The routine must be performed to music. The routine should be focused on demonstrating the most elite skills sequenced together with level appropriate and non-level appropriate tumbling and jump skills, as well as motions and dance sequences. See the leveled skills charts for a listing of appropriate skills.

Choreography should be used to enhance the overall impression, fluidity of sequencing, and crowd engagement.

Choreography includes: tumbling and jump skills incorporated throughout the routine in a creative and visual manner, the flow of the sequences, transitional choreography and motions & dance sequences.

Transitional lifts are permitted, but stunt skills outside of choreographic lifts are not permitted.

*See the team tumbling and jump execution details from the performance show cheer rubric above for how the judges will evaluate execution for tumbling and jumps.

*See the team overall category details from the performance show cheer rubric above for how the judges will evaluate the overall portion of the scoresheet.

STANDING & RUNNING TUMBLING DIFFICULTY

2.5	Skills performed do not meet 3.0 requirement. Not every athlete performs required skills.
3.0	The individual, duet or trio performs 1 Advanced level appropriate pass and 1 Elite level appropriate pass (standing or running). Must be synchronized if duet or trio.
3.5	The individual, duet or trio performs 2 Advanced level appropriate passes and 1 Elite level appropriate pass (standing or running). Must be synchronized if duet or trio.
4.0	The individual, duet or trio performs 2 Advanced level appropriate passes and 2 Elite level appropriate pass (standing or running). Must be synchronized if duet or trio.

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based on the following criteria: Degree of Difficulty.

Each category has a maximum number of points, outlined in the grey charts below for a total of 1 point.

DEGREE OF DIFFICULTY (0.3-1.0)

(To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT i.e. 1 standing and 1 running)

	1 ADVANCED	2 ADVANCED
SKILL/PASS	0.3	0.4
	1 ELITE	2 ELITE
SKILL/PASS	0.5	0.6

JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.

WHIP APPROACH- CONTINUOUS MOVEMENT THROUGH SWING, CONNECTING 2 OR MORE JUMPS.

3.0	Skills performed do not meet 3.5 requirement
3.5	The individual, duet or trio performs 2 advanced jump. Must be synchronized if a duet or trio.
4.0	The individual, duet or trio performs 2 connected advanced jumps. Must be synchronized and include a variety.
4.5	MAX of the team performs 3 connected advanced jumps OR 2 connected advanced jumps + 1 advanced jump . Must be synchronized and include a variety.

JUMPS

- Variety- at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (I.e. left/right hurdler). **Variety does not have to be during the connected jumps.**
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e., jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine



2023-2024

YOUTH DANCE SCORING RUBRICS

WORLD CLASS CHAMPIONSHIPS

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WCC Youth Affiliated Dance Divisions

Divisions are based on the age of the oldest athlete on the team.

Categories are based on the style of dance being performed.

<u>Division</u>	<u>Ages as of July 31, 2023</u>	<u>Categories</u>	<u>Athletes</u>
Division 6U	6 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 8U	8 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 10U	10 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 11U	11 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 12U	12 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 13U	13 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 15U	15 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 17U	17 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female

Division Splits: Small 5-19, Large 20-38

For the 2023-2024 season, Youth dance teams will follow the **YCADA Rules** for all leveled divisions.

WCC reserves the right to combine or split divisions to maintain competitive integrity.

WCC Youth NA Dance Divisions

Divisions are based on the age of the oldest athlete on the team.

Categories are based on the style of dance being performed.

<u>Division</u>	<u>Ages as of July 31, 2023</u>	<u>Categories</u>	<u>Athletes</u>
Division 6U	6 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 8U	8 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 10U	10 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 12U	12 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 14U	14 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 16U	16 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female
Division 18U	18 years and younger	Hip Hop, Jazz, Contemporary/Lyrical, Pom/Song, Kick, Variety	5-38 Dancers Male and/or female

Division Splits: Small 5-19, Large 20-38

For the 2023-2024 season, Youth dance teams will follow the **YCADA Rules** for all leveled divisions.

WCC reserves the right to combine or split divisions to maintain competitive integrity.

WCC Dance Category Descriptions

Hip Hop - 2:30 Time limit

This category has a multitude of styles founded on bouncing and rocking to the beat of hip hop music. There is a grounded and low quality rooting the dancer in their confidence. There is a lot of attitude and swag in the performance of the moves. Routines may incorporate one style or multiple styles such as: Popping & Locking, Breaking, Waacking, Voguing, Krumping, Chicago Footwork etc. An emphasis is placed on musicality, mastery of the style and confidence in the performance of them, synchronization and uniformity and spacing.

Jazz - 2:30 Time limit

This category combines classical ballet as it's technical foundation with stylized movements set to entertain the crowd. It's showy and crisp movement quality brings a dynamic energy to the routine flow shifting between strong, hard-hitting movements to softer more elegant and subtle movements highlighting the musicality. An emphasis is placed on proper alignment, uniformity, technical skill, routine flow, beginning-middle-end concept, energy, and spirit.

Contemporary/Lyrical - 2:30 Time limit

Contemporary and Lyrical dance styles are similar and both borrow foundational elements from other styles like Ballet, Jazz and Modern. The contemporary movements center around speed, control, strength, change of direction and inversion. The Lyrical style offers more emotive and expressive routines that align with the "lyrics" of the song. An emphasis is placed on musicality, alignment, technical strength, athleticism, routine flow, beginning-middle-end, energy, and emotional connection with the music.

Pom/Song - 2:30 Time limit

This style incorporates sharp, strong, precise, quick, clean motions and movements that when staged all together create visual pictures and moments. The dancers execute a routine with poms for a minimum of 80% of the routine. The routine also incorporates Pom Skills such as: Pom Passes, Leaps, Turns, Jumps, Kick Lines, and Ripple Effects. An emphasis is placed on sharpness, strength of motion and motion placement, energy, spacing, formation changes and visual effects, pace, synchronization and uniformity.

Kick - 2:30 Time limit

A Kick routine emphasizes control, height uniformity, extension, toe points, timing and creativity of a variety of kick series and patterns. A kick is defined as one foot remaining on the floor while the other foot lifts with force. Kicks must be performed at least 80% of the routine.

Variety - 2:30 Time limit

A variety routine must include a blend of at least two or more styles throughout the routine. (Jazz, Pom, Hip Hop, Contemporary/Lyrical and/or Kick) All styles will compete together in this category.

2023-2024 WCC DANCE SCORING RUBRIC - HIP HOP

CHOREOGRAPHY

ROUTINE COMPOSITION: HIP HOP STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

13.5-14.0	LOW	Lacks musicality, rhythm, and body isolation
14.0-14.5	MID	Moderate musicality, rhythm, and body isolation
14.5-15.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

13.5-14.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
14.0-14.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
14.5-15.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - JAZZ

CHOREOGRAPHY

ROUTINE COMPOSITION: JAZZ STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - CONTEMPORARY/LYRICAL

CHOREOGRAPHY

ROUTINE COMPOSITION: CONTEMPORARY/LYRICAL STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - POM/SONG

CHOREOGRAPHY

ROUTINE COMPOSITION: POM/SONG STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence

2023-2024 WCC DANCE SCORING RUBRIC - KICK

CHOREOGRAPHY

ROUTINE COMPOSITION: KICK STYLE & CREATIVITY

13.5-14.0	LOW	Lacks style interpretation & incorporation with clear beginning, middle, and end
14.0-14.5	MID	Moderate style interpretation & incorporation with clear beginning, middle, and end
14.5-15.0	HIGH	Excellent style interpretation & incorporation with clear beginning, middle, and end

CHOREOGRAPHY

ROUTINE STAGING & VISUAL EFFECTS

13.5-14.0	LOW	Lacks variety of formation & visual transitions
14.0-14.5	MID	Moderate variety of formation & visual transitions
14.5-15.0	HIGH	Excellent variety of formation & visual transitions

CHOREOGRAPHY

DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION

8.5-9.0	LOW	Lacks difficult moves, pace, and/or sequencing
9.0-9.5	MID	Moderate difficult moves, pace, and/or sequencing
9.5-10.0	HIGH	Excellent difficult moves, pace, and/or sequencing

PERFORMANCE

OVERALL IMPRESSION

8.5-9.0	LOW	Routine lacks a beginning, middle, and end with proper style representation and visual transitions. Presentation of routine lacks entertainment value.
9.0-9.5	MID	Routine has moderate clarity, flow and cohesion. Presentation is standard and lacks energy throughout.
9.5-10.0	HIGH	Routine exhibits excellent entertainment value, confidence in presentation, precision in spacing, seamless transitions, and visual appeal with a variety of difficult moves with proper execution.

EXECUTION

MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION

8.5-9.0	LOW	Lacks musicality, rhythm, and body isolation
9.0-9.5	MID	Moderate musicality, rhythm, and body isolation
9.5-10.0	HIGH	Excellent musicality, rhythm, and body isolation

EXECUTION

UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING

8.5-9.0	LOW	Lacks uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.0-9.5	MID	Moderate uniformity, synchronization, flow, seamless transitions, and accurate spacing
9.5-10.0	HIGH	Excellent uniformity, synchronization, flow, seamless transitions, and accurate spacing

EXECUTION

TECHNICAL SKILLS

8.5-9.0	LOW	Lacks excellent precision and form
9.0-9.5	MID	Moderate excellent precision and form
9.5-10.0	HIGH	Excellent precision and form

PERFORMANCE

APPEAL & AUDIENCE SUITABILITY

8.5-9.0	LOW	Lacks crowd appeal and/or audience suitability
9.0-9.5	MID	Moderate crowd appeal and/or audience suitability
9.5-10.0	HIGH	Excellent crowd appeal and/or audience suitability

PERFORMANCE

SHOWMANSHIP

8.5-9.0	LOW	Lacks energy, showmanship, and confidence
9.0-9.5	MID	Moderate energy, showmanship, and confidence
9.5-10.0	HIGH	Excellent energy, showmanship, and confidence



DANCE SOLO, DUET, & TRIO

Use Rubrics Above Per Dance Solo, Duet, & Trio Per Dance Style.
These routine time limits are 1:00.

*Not all events offer Solo, Duet, & Trio divisions.
Contact WCC for more info.
info@wccheer.com



2023-2024

YOUTH DEDUCTIONS

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 09.18.23



WORLD CLASS CHAMPIONSHIPS

YOUTH DEDUCTIONS SYSTEM

Version 07.01.23

RULES PENALTIES

1.5 POINTS (per occurrence) deducted from your total possible score for each violation of any of the Youth Cheer General Safety Rules.

General Safety Rules

2.5 POINTS (per occurrence) deducted from your total possible score for each violation of any of the requirements in the youth cheer levels grid.

Please refer to the Youth Cheer General Safety Rules and Levels Grid for specific skill allowances and restrictions.

A rules judge may never take a rules deduction where no rule is being violated.

EXECUTION PENALTIES:

TUMBLING TOUCH - 0.25 POINT (per occurrence) deducted from your total possible score for any touch to the performance surface during execution of or following the landing of any tumbling skill. Includes head, hand, elbow, arm, knee and leg.

TUMBLING FALL - 0.5 POINT (per occurrence) deducted from your total possible score for each FALL on tumbling skills. Tumbling falls are any time the majority of the tumbler's body comes in contact with the performance surface either on an over rotation or under rotation during the attempted skill.

STUNT BOBBLE - 0.25 POINT (per occurrence) deducted from your total possible score for each obvious Stunt Bobbles on a stunt/toss skill. Stunt Bobbles will be defined as any of the following: (1) obvious breaks in bodyline and/or body positions of the flyer (2) excessive movement by bases greater than the width of one panel mat (3) stunts that almost fall but recover (4) obvious incomplete twisting of the flyer (i.e. flyer lands prone when intending to land in cradle). Stunt Bobbles that precede a Stunt Fall will not be counted in the total deduction. The largest deduction will supersede the total number of Stunt Bobble deductions.

STUNT FALL - 1.0 POINT (per occurrence) deducted from your total possible score for each Stunt Fall on a stunt/toss skill by any member of the stunt group/partner stunt. A Stunt Fall will be defined as any of the following: (1) stunt/toss that fails to execute intended skill and is lowered or dropped below its intended level and the flyers legs are no longer "locked out" (2) the flyer is no longer in an upright body position (3) one member of a stunt group/ partner stunt other than the flyer falls to the performance surface.

MAJOR STUNT FALL - 1.5 POINTS (per occurrence) deducted from your total possible score for each FALL on a stunt/toss skill in which the flyer's body (other than their feet/foot) hits the floor and/or a FALL by multiple members of the stunt group.

*The category "stunt/toss skills" will include stunts, dismounts, inversions, release moves, pyramids, tosses, etc. for the purpose of simplifying penalty descriptions. Each member of the stunt group will be considered part of the stunt in relation to a fall. (i.e. any member of the stunt group falling to the ground would be considered a fall).

BOUNDARY PENALTY:

0.5 POINT (per occurrence) deducted from your total possible score for each STEP OR TOUCH OUT OF BOUNDS with any part of the body. Boundary will be defined as the performance surface and any immediate adjacent safety border.

TIME LIMIT PENALTIES:

1.0 POINT deducted from your total possible score if your routine goes 4 - 7 SECONDS OVER time requirements.

2.0 POINTS deducted from your total possible score if your routine goes 8 - 10 SECONDS OVER time requirements.

3.0 POINTS deducted from your total possible score if your routine goes 11 OR MORE SECONDS OVER time requirements.

INAPPROPRIATE MUSIC/CHOREOGRAPHY:

Age appropriate choreography and music must be used. Penalties will be assessed under the Youth Cheer General Safety Rules.



2022-2023

***YOUTH
CHEER & DANCE
SCORE SHEETS***

WORLD CLASS CHAMPIONSHIPS

worldclasscheerleading.com

VERSION 09.18.23



WORLD CLASS CHAMPIONSHIPS

YOUTH PERFORMANCE SHOW CHEER

SCORE SHEET

BUILDING JUDGE	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
STUNT	12.0	5.5	5.0	1.5
PYRAMID	10.5	5.5	5.0	0

TUMBLING JUDGE	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
JUMPS	9.5	4.5	5.0	0
STANDING & RUNNING TUMBLING	10.0	4.0	5.0	1.0

OVERALL JUDGE	TOTAL	DIFFICULTY/ SCORE	EXECUTION
FORMATIONS & TRANSITIONS	2.0	0	2.0
DANCE	2.0	1.0	1.0

ALL CATEGORY JUDGE	TOTAL	SCORE
ROUTINE CREATIVITY	2.0	2.0
SHOWMANSHIP	2.0	2.0

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

YOUTH TRADITIONAL SHOW CHEER - *CHEER

SCORE SHEET (AFFILIATED ONLY)

CROWD LEADING	TOTAL	SCORE
CROWD EFFECTIVE MATERIAL	5.0	
ABILITY & ENERGY TO LEAD CROWD	5.0	
PROPER USE OF MATERIALS	5.0	

SKILL INCORPORATION	TOTAL	SCORE
PROPER USE OF SKILLS	5.0	
TECHNIQUE OF SKILLS INCORPORATED	5.0	
CATEGORY IMPRESSION	5.0	

TOTAL	30
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*THIS CHEER SCORE SHEET IS ADDED TO THE "PERFORMANCE SHOW CHEER SCORE SHEET" TO MAKE THE TRADITIONAL SCORE SHEET COMPLETE.



WORLD CLASS CHAMPIONSHIPS

YOUTH AFFILIATED SIDELINE CHEER

SCORE SHEET

CROWD LEADING	TOTAL	SCORE
GAME DAY MATERIAL	5.0	
CROWD EFFECTIVENESS OF INCORPORATION	5.0	
CROWD LEADING TOOLS	5.0	
EXECUTION OF MOTIONS & SKILLS	5.0	
GAME DAY SITUATION	5.0	
SITUATION: CROWD LEADING TOOLS	5.0	
SITUATION: CROWD LEADING EFFECTIVENESS	5.0	
SITUATION: EXECUTION OF MOTIONS & SKILLS	5.0	
OVERALL IMPRESSION	10.0	

TOTAL	50
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WORLD CLASS CHAMPIONSHIPS

GROUP STUNT / PARTNER STUNT

SCORE SHEET

BUILDING	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
STUNT	12.0	5.5	5.0	1.5

OVERALL	TOTAL	SCORE
ROUTINE CREATIVITY	2.0	2.0
SHOWMANSHIP	2.0	2.0

TOTAL	16
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WORLD CLASS CHAMPIONSHIPS

CHEER - INDIVIDUALS / DUETS / TRIOS

SCORE SHEET

TUMBLING & JUMPS	TOTAL	DIFFICULTY/ SCORE	EXECUTION	DRIVERS
JUMPS	9.5	4.5	5.0	0
STANDING & RUNNING TUMBLING	10.0	4.0	5.0	1.0

OVERALL	TOTAL	DIFFICULTY/ SCORE	EXECUTION
FORMATIONS & TRANSITIONS	2.0	0	2.0
DANCE	2.0	1.0	1.0
ROUTINE CREATIVITY	2.0	2.0	
SHOWMANSHIP	2.0	2.0	

TOTAL	27.5
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WORLD CLASS CHAMPIONSHIPS

HIP HOP SCORE SHEET

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: HIP HOP STYLE INTERPRETATION & INCORPORATION	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	15.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	15.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

JAZZ SCORE SHEET

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: JAZZ STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100
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WORLD CLASS CHAMPIONSHIPS

CONTEMPORARY / LYRICAL SCORE SHEET

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: CONTEMPORARY/LYRICAL STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

POM / SONG SCORE SCORE

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: POM/SONG STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100
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WORLD CLASS CHAMPIONSHIPS

KICK SCORE SCORE

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: KICK STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100	
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WORLD CLASS CHAMPIONSHIPS

VARIETY SCORE SCORE

CHOREOGRAPHY	TOTAL	SCORE
ROUTINE COMPOSITION: VARIETY OF STYLE & CREATIVITY	15.0	
ROUTINE STAGING & VISUAL EFFECTS	15.0	
DEGREE OF DIFFICULTY: TECHNICAL SKILL INCORPORATION	10.0	

EXECUTION	TOTAL	SCORE
MOVEMENT TECHNIQUE: MUSICALITY, RHYTHM, & BODY ISOLATION	10.0	
UNIFORMITY, SYNCHRONIZATION, TRANSITIONS & SPACING	10.0	
TECHNICAL SKILLS	10.0	

PERFORMANCE	TOTAL	SCORE
APPEAL & AUDIENCE SUITABILITY	10.0	
SHOWMANSHIP	10.0	
OVERALL IMPRESSION	10.0	

TOTAL	100
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HAVE SCORING QUESTIONS?

Get to know your WCC Scoring Director and have your questions answered!

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