



# Scoring Difficulty Guide

Each team will be judged using category judging. There will be one judge in charge of scoring 1-3 of the eight categories listed below for difficulty and execution. Each panel judge will also give individual scores for all of the general subjective categories on the score sheet. There will also be a deduction judge responsible for assessing performance infractions, a tracking/head judge responsible for verifying all skills performed during the routine, monitoring the scores set by each category judge and making sure they are consistent and relative to all the teams within each division, and a safety/legality judge responsible for monitoring the legality of skill elements performed in the routine.

## Skill Categories:

|                     |                      |          |               |
|---------------------|----------------------|----------|---------------|
| Stunts (Structures) | Stunts (Transitions) | Pyramids | Motions/Dance |
| Standing Tumbling   | Running Tumbling     | Jumps    | Tosses        |

## Permitted Skills

On each scoring grid, all of the permitted skills in that particular category (for that particular level) are displayed. Teams will receive credit for each of the permitted skills they complete in their routine. The more permitted skills you perform, the higher your base difficulty score will be in that skill category. The entire team does NOT have to perform a skill in order to receive credit, however, the quantity of skills will be taken into consideration. Point ranges will be based off of the majority of athletes or possible groups performing each skill, with additional credit given to instances when all or additional athletes perform a skill.

## Performance Elements

Champion Spirit Group encourages teams to push the envelope when it comes to innovation and originality. Teams that step outside the normal cookie-cutter routine and show our judges something new and unique can be rewarded on our scoring system. The pace, creativity, combination of skills & exceptionally unique skills will all be taken into the judges consideration.

## Difficulty vs. Technique

The difficulty and technique score will be weighted the same for each skill category, and are separated on our score sheet. Adding the maximum amount of difficulty per level into a routine is important, but executing that difficulty with perfect technique is just as important. Sacrificing one or the other will be reflected in your overall score for that certain section. By separating these two scores, we ensure that teams with difficult (and clean) routines should all place near the top of each division.

## Subjective Categories

Each panel judge will award points in several subjective categories, including formations, transitions, choreography, and overall impression. Panel judges are basing these score on the overall routine, and how each element was incorporated into each routine.

## Final Score

Every team's total score is calculated on a 10 point scale. CSG does not place a scoring cap on any particular level, so every team is eligible to receive up to a total of 10 points. This means that any team, at any level, has an equal chance of winning any of our specialty awards for Champion Jumps, Champion Tumbling, Champion Stunts, Champion Choreography, Grand Champion, or High Point (given out at select events).

## Questions

Please make sure you review the Scoring Grid, Judging Criteria, and Competition Guidelines thoroughly prior to your event. If you have any questions, please contact Amber at 630.596.5191 or [akoster@championspiritgroup.com](mailto:akoster@championspiritgroup.com).



## Stunt/Transition/Pyramids

- **The CSG All Star Score Sheets are based on the USASF Level Rules. When trying to “max out” a particular difficulty score, performing a variety of skills allowed at the level, and performing a difficult version of those skills will help to increase that score.**
- **When counting stunts, the most number of groups performing the skill at any one time is what will be used to set the start value. Rippled stunts may count as one occurrence, however, must be clearly performed by different groups. i.e. A team can’t do a stunt at the beginning of the routine and again in the middle routine and have it count up to majority.**
- **A team will only get credit for the skill if it is performed. If a group comes down before performing the skill, it cannot count that the team was planning to do it.**
- **All expectations for MAJORITY are based on 4 person stunt groups, so the expectation is to have a stunt group for every 4 athletes. So a team of 20 athletes would be expected to have 5 stunt groups, however, 3 are required for MAJORITY, 5 stunt groups for ALL, and 6+ for ALL+.**
- **MAJORITY, ALL, or ALL+ groups determine the Start Value.**
- **If ALL or ALL+ groups perform the skill the team will get a bonus.**
- **Once the set values have been added, the category judge may increase the score based on exceptional creativity & difficult versions of the skills, but is done so at their discretion.**
- **Stunt elements performed in the pyramid section should still count towards the stunt score.**
- **The pyramid elements of the scoresheet are based on stunt exceptions allowed by the pyramid rules. Many structures & transitions of a pyramid will count toward the structure & transitions stunt score.**
- **Multiple pyramid occurrences that refer to structures must hit, bump to a lower level & re-hit.**
- **It is the responsibility of the choreography & execution of the skills to make them clear & visible. CSG will not honor score challenges for skills that are not visible or executed in a manner as to not make the skill understandable.**



## Standing & Running Tumbling

- **The CSG All Star Score Sheets are based on the USASF Level Rules. When trying to “max out” a particular difficulty score, performing a variety of skills allowed at the level, and performing a difficult version of those skills will help to increase that score.**
- **When counting tumbling skills, they do not have to be in the same occurrence in order to count as MAJORITY. A team can add up the skills throughout the routine in order to get up to the MAJORITY and MULTIPLE MAJORITY.**
- **A team will only get credit for the skill if it is performed. If a person bails/balks a skill, it will not count as we will not assume what skill they were planning to perform. However, if a person performs the skills but then has a touchdown or a fall, they still get credit for performing the skill but then they’ll also get a deduction from the deduction judge.**
- **MAJORITY or ALL athletes determine the Start Value.**
- **If ALL athletes perform the skill they will get a bonus. A team can not add up to ALL, it must be ALL athletes performing the skill. It is the responsibility of the choreography to make ALL obvious. This can be at one moment, or in a clear ripple that shows every athlete performing the skill.**
- **Once the set values have been added, the category judge may increase the score based on exceptional creativity & difficult versions of the skills, but is done so at their discretion.**
- **In Running passes, the number of level appropriate skills will be counted, not the number of passes. ie. A roundoff 3 Back Handsprings in a level 2 routine will count as 3 handsprings. A round off back handspring whip back handspring layout in a level 4 routine will count as 3 elements, a flip (whip), tumbling after the flip and a second (non-tucked) flip in the layout.**
- **It is the responsibility of the choreography & execution of the skills to make them clear & visible. CSG will not honor score challenges for skills that are not visible or executed in a manner as to not make the skill understandable.**



## Jumps & Tosses

- **Jumps have to be in the same occurrence to count as MAJORITY. Ripples that clearly show groups can be considered as MAJORITY/ALL. A team cannot have a few athletes perform jumps at the beginning and then a few athletes later in the routine and have them count as MAJORITY athletes.**
- **ALL of the athletes on the team MUST perform at least one Jump at the same time in order to get a bonus for “Performed by all athletes”.**
- **MAJORITY of the athletes determines the Start Value.**
- **In order to get credit for a jump/tumble combo, the jump & standing tumbling must be in immediate combination. Generally if it takes more than a count, then it is NOT considered a jump/tumble combination. It MUST be immediate combination.**
- **There is a bonus for the tumble combo being level appropriate, and if ALL athletes perform the skill they will get an additional bonus.**
- **Once the set values have been added, the category judge may increase the score based on exceptional creativity & difficult versions of the skills, but is done so at their discretion.**
- **Tosses have to be in the same occurrence to count as MAJORITY. You cannot do separate tosses throughout the routine and have them count up to MAJORITY. Rippled groups in the same occurrence can count for MAJORITY/ALL.**
- **MAJORITY of the groups performing the toss determines the Start Value.**
- **Tosses in one occurrence do not have to be the same body position, they just all have to be level appropriate.**
- **It is the responsibility of the choreography & execution of the skills to make them clear & visible. CSG will not honor score challenges for skills that are not visible or executed in a manner as to not make the skill understandable.**