



GLOSSARY OF SCORING TERMS

Accentuate - to make a skill, element, or performance more prominent or noticeable.

All Building - reference to the competitive cheer division that does not allow for any tumbling skills to be performed. (Additionally: jumps, dance, routine composition, and routine performance are scored categories)

Alike - to make a skill, element, or performance similar to each other.

Appearance - the act of performing a skill or element.

Approach - the action of the athlete in preparing to initiate a skill or element.

Appropriately - the athlete's actions are suitable and proper in the circumstances of performing a skill.

Athlete - a participating member of the team performing the routine.

Athleticism - the physical agility of the athlete to perform routine skills in a characteristic manner displaying strength, control, and stability.

Authenticity - to show genuine action throughout the performance.

Awareness - the athlete demonstrates knowledge and comprehension of the skills, choreography, and technique performed throughout the routine.

Base - a person who provides support for a top person.

Body Extension - the ability to raise and hold the arm(s) and/or leg(s) in a controlled stance.

Body Isolation - the movements use various parts of the body while the other parts of the body remain still or are moving in a different direction.

Body Lines - the way in which the athlete's limbs extend through the space. Creating visual effects with the use of the body.

Body Position - (stunt): a top athlete's leg is extended away from the body.

Body Shape - the action of the athlete's body throughout the performance of a skill.

Building - reference to the stunt and pyramid skills displayed throughout the routine.

Building Composition - the arrangement of the stunt and pyramid skills performed throughout the routine. Specifically looking for the demonstration of intricacy, presentation, and athleticism.

Choreography - the creation and arrangement of the skills performed in the routine.

Combined - (combined stunt skills): the demonstration of two or more skills performed as one skill.

Comparative - the assessment of one team's skills in relation to another team's skills.

Competitive - to display skills or routine elements in an eager way to be better than another.

Completion - the finish of a skill, element, and/or routine performance.

Complexity - the quality or condition of being difficult, the clear understanding the lack of simplicity.

Composition - the arrangement of skills performed throughout the routine.

Comprehension - the action demonstrating the knowledge and understanding of a skill, element, or performance of such throughout the routine.

Confidence - the athlete displays the feeling of self-assurance in their ability to perform a skill.

Connected - (connected skills) a skill demonstrates with immediate transition from the completion of one skill to the initiation of the next skill.

Controlled - a point where a person's actions can determine the outcome of the situation or skill. (Also see "Out of Control")

Core - (core strength): the ability to maintain the body in ideal postures to perform a skill or element.

Cumulative - increasing the quantity number of a particular skill throughout the routine.

Dance - reference to a section of the competitive cheer routine where athletes can demonstrate various movement in a rhythmic style utilizing foot work, floor work, level changes and presentation.

Deduction - a point value removed from a score for an instance where the athlete has not completed the attempted skill. (see "deduction system" for detailed clarification)

Demonstrate - the ability to show a skill, element or perform clearly for a judge's appreciation.

Depth - the display of skills in reference from the front of the floor to the back of the floor.

Different - not the same as another, distinctly separate.

Difficulty - an assessment of the skill value, based on how hard it is for the athlete to perform.

Directional - reference to various directions in the display of skills.

Display - to show and bring attention to the skill, element, or performance.

Duo - specifically referenced to the tumbling portion of the routine where two athletes perform skills simultaneously.

Effective - athletes are efficient in the display of skills, elements, and performance.

Element - a specific part of a skill needed to complete the skill.

Emotionally - reference to the display of the athlete's ability to perform with character and feeling.

Enhance - to intensify, increase, or further improve the quality of the skills performed.

Enjoyment - a reference to the display of the athletes genuine feeling of happiness during the performance of the routine.

Entertainment - a reference to the display of the athlete's ability to perform and entertain the judges.

Execution - the action of the word execute. The demonstration of a particular skill or section to its fullest effect with precise technique.

Flexibility - the act of bending one's body to extend and complete the performance of a particular skill.

Floor - (usage of floor): the display of the skills is effectively using the space given on the performance floor.

Floor Formations - reference to designated spots for the athlete to perform the skills.

Floor Work - reference during the dance portion of the routine where anytime both feet are not bearing weight of the athlete.

Flow - to move from section, skill, element or place to another section, skill, element, or place in the routine with a smooth uninterrupted progress.

Flyer - See "Top Athlete".

Foot Work - reference during the dance portion of the routine where anytime the athlete(s) create visual elements, patterns and displays with isolated movement of the feet.

Form - a particular way in which the skill is performed.

Group - (tumbling): in reference to tumbling is 3 or more athletes performing a tumbling skill.

Group - (stunt): in reference to the number of athletes creating the stunt skill.

Height - the display of skills in reference to the various vertical options to create visual effects.

Increased - to make greater and stronger.

Initiation - (stunt): the point from which a skill or element originates.

Initiation - (tumbling): the point from approach, body shape(s), and power into each skill.

Intended - the plan or purposeful meaning to complete a skill or element.

Intricacy - performing a skill or element with complexity and detail.

Involvement - the act of participating in a skill, element, or performance.

Isolated Factor - a specific part of a skill, element, or performance to help a judge determine the value of a section to set apart from others.

Jump - a skill which involves a change in body position while airborne from the floor. (Not involving a hip overhead rotation)

Landing - the moment the athlete makes contact with the performance surface at the completion of a jump or tumbling skill.

Leg Placement - a reference to the specific position of the leg during the performance of a skill or element.

Level - (level specific): competitive cheer has divided the various skill requirements and rules to scale. The levels are 1 through 7 to gradually progress an athlete through the education of skills in the sport.

Level Change - (dance): in reference to the various vertical options to create visual effects.

Maintaining - to keep in an existing state with minimal change.

Minimal - the least possible or very small or slight.

Minimal - (minimal bases): building skills performed throughout the routine using the least possible bases.

Minimal - (minimal movement): skills performed are done with the least amount of movement possible.

Movement - the act of changing physical location or position.

Multiple - more than one.

Obvious - easily seen, understood in the performance of a skill or section.

Out of Control - a point where a person's actions can no longer determine the outcome of the situation or skill.

Pace - the variable rate or speed of movement.

Partner work - the reference to the interaction of two or more athletes together.

Patterns - to create a form of spatial movement in design during the performance of skills.

Perform - (performed): to present skills to their completion.

Positioning - a particular way in which the athlete must place or arrange themselves to complete a skill.

Power - display of skills with control, authority, and direct ability.

Precise - athlete's perform with exact, accurate, and careful detail.

Precision - athlete's complete skills, elements, and perform accurately.

Presentation - in reference to how the athlete conveys the choreography and performs a skill or element.

Purpose - an athlete's reason for which they are performing a skill or element.

Pyramid - reference to a specific section of a routine involving braced stunts.

Pyramid Action - a stunt or pyramid skill performed that does not transition from one structure to another structure. However, is used to enhance the visual effect of the pyramid section.

Pyramid Structure - two or more connected stunts.

Pyramid Transition - is reference to the elements performed from the completion of one structure to the connection of another structure.

Quantity - the amount or number of athletes, skills, and/or elements performed.

Range of Motion - a display of the various amounts of movement available to complete a skill.

Ripple - a choreographic section in which the skill or movement is done by an athlete(s) and repeated exactly by subsequent athlete(s) in turn.

Routine - the composition of all elements needed to perform in a particular level / division.

Routine Composition - the arrangement of the routine. Specifically looking for the demonstration of intricacy, pace, and involvement.

Routine Performance - in reference to how the athletes present the skills and choreography of the routine to the judges. Specifically, through entertainment, showmanship and presentation.

Running Tumbling - tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill.

Scripting - a detailed listing of the skills demonstrated throughout the routine.

Shape - (shape of skills): a visual component of a skill displaying the strength and body line of the athlete.

Showmanship - the athlete's artistic presentation of the skills, elements, and choreography of a routine.

Similar - the performance of skills in an identical fashion.

Simultaneous - to perform a skill, element, or movement at the same time.

Skill - physical execution of the specific sections of competitive cheer.

Spacing - the arrangement of each athlete or group of athletes in reference to the space between.

Speed - the variable rate at which the athlete is able to move or execute a skill or section of the routine.

Spin - (spinning): the action of rotating or turning the body.

Solo - skill(s) performed by one person, alone.

Stability - skills performed with firm control and demonstrate quality of strength.

Standing Tumbling -tumbling skill(s) performed from a standing position without any previous forward momentum.

Stunt - (stunt skill): any skill in which involves a top athlete supported above the performance surface by one or more athletes.

Synchronized - to present, arrange and perform a skill in identical form at the same time.

Technique - to execute a skill, element, or performance in an effective way.

Thought - to display action or process throughout the demonstration of a skill.

Throughout - in reference to every part of the skill, element, or performance. (From initiation to completion)

Top Person - the athlete being supported above the performance surface in a stunt and/or pyramid.

Toss - (tosses): an airborne stunt skill where base(s) execute a throwing motion initiated from waist level to increase the height of the top athlete. The top athlete becomes free from all contact of other athletes.

Transition - a change or shift from one skill, element, or section to another.

Tumbling - any hip-over-head skill that is not supported by a base that begins and ends on the performing surface.

Tumbling Composition - the arrangement of all the standing and running tumbling skills performed throughout the routine. Specifically looking for the demonstration of intricacy, presentation, and athleticism.

Twist - (twisting): to bend, curl, or distort.

Uniformity - having always the same form or manner in performing an element or skill.

Unnecessary - not needed and avoidable.

Utilization - a term referring to the use of a particular number of skills or athletes.

Value - the consideration of importance during the display of skills, elements, or routine.

Variety - different or diverse in the display of a skill, element, or performance.

Visual - (visual element): a demonstration of a particular skill or element that appeals to the sight and is used for effect or illustration.

Width - the display of skills in reference from one side of the floor to the other side of the floor.