

FINAL 2016 MYFCC Competition Rules & Requirements

These guidelines are to be used to promote uniformity, predictability and competitive equity in the regulations of MYFCC cheer competition, "Super Cheer."

A) GENERAL

- a) Good sportsmanship must be displayed by all participants, parents, fans, coaches, judges and administration at all times.
- b) The MYFCC Executive Board is responsible for determining the cost to each organization for Super Cheer.
- c) Rosters for Super Cheer must be turned in at the September MYFCC League meeting.
- d) An organization wishing to opt out of any round at Super Cheer must notify the MYFCC Director and the hosting team's director by October 15th.
- e) Order of performance will be based on random drawings at the September MYFCC League meeting.
- f) Skill/score sheets for Round 1 and Round 2 are due the Monday before the scheduled competition and should be emailed to the assigned judges. One email address will be provided for each organizations' skill sheets to be submitted to the judges. Submission is up to each organization. Bring 3 copies of all skill/score sheets to coaches meeting on day of the competition. (Skill/score sheets will not be changed unless there is an emergency situation or a judge's correction.)
- g) Admission costs for the general public the day of the event will be \$5.00 per person. Ages five and under are free.
- h) Each organization will be responsible for providing a number of volunteers (designated by the host organization) that will work on a rotation throughout the competition if needed. Two Board of Directors from each organization should be present.
- i) Teams will warm up in performance order and will have 3 minutes, per squad, per organization for formation spotting prior to the start of competition. If a team is not present during their scheduled warm-up time,

they will lose mat time prior to the competition. Music could be tested at this time.

- j) Each organization should have (2) back-up copies of music, if being used for Round 2.
- k) No movement or interruptions of any kind during a performance will be tolerated.
 - 1) Cheerleaders will remain in the bleachers until the end of the competition.
 - 2) Coaches, team moms, directors will be required to sit with their squads during the competition.
 - 3) Non-Participants must remain in the spectator sections of the bleachers.
 - 4) Coaches will be with their teams during practice, on-deck, and holding positions.
 - 5) Maximum of four (4) coaches will be allowed on the floor in the "coaches box" during their squads performance.
- l) Any child with a physical handicap (as defined by Michigan Law) can participate with their squad and not be judged, by wearing a non-participant ribbon. Please indicate on judges skill/score sheet which child and squad, and deliver to Director of Cheer from MYFCC on the day of competition. This information will be kept confidential. This does not include injuries. If an individual normally participates on the squad and has been injured, but physician cleared, she has the option of excluding herself from Super Cheer. No hard cast are allowed on participants in competition.
- m) Judges and score keepers will be secured by the hosting organization and approved by the MYFCC board. Minimum of 3 panel judges, 1 safety judge and 2 score keepers, not to exceed 7 judges in total.
- n) All judges including the safety judge shall receive compensation consistent with the state regulations regarding MHSAA sanctioned events.
- o) A 1st, 2nd, 3rd place medal will be awarded to each participant on a 1st, 2nd, 3rd place finishing team for both rounds.

- p) The total amount of points for each round at each team level will be added together for overall winners for each team level (Jr. Freshmen, Freshmen, JV, Varsity). Trophies for each level will be provided.
- q) Sportsmanship/Spirit Award—This is to be awarded to the team that exhibits the best Sportsmanship and Spirit during the season and at Super Cheer. It is to be regarded as the highest award given to help emphasize our mission of creating an environment that fosters these qualities of an athlete. The Cheer Director from each organization will have one vote, and shall not vote for their organization. Directors will vote during lunch break on the competition day. Award will be announced at the end of the Super Cheer competition. A trophy will be awarded and rotated annually.
- r) All participants will receive a medal at Super Cheer. If a 1st, 2nd, 3rd, placement medal is not awarded each participant will receive a “Judges Choice” medal.

B. APPEARANCE

- a) No nail polish, earrings, bobby pins, snap clips or jewelry. Light make-up can be worn by Varsity only.
- b) No glitter in hair, on face, uniform or body is allowed.
- c) Teams will wear a cheer uniform for each round of competition.
- d) Routines must be appropriate for family viewing. Any vulgar or suggestive movements, words or music will result in a deduction.
- e) All hair pieces shall be safe and secure.

C. FACILITIES AND PERSONNEL

- a) All routines will be performed on a matted surface. The performance area shall be padded with a mat of uniform thickness which shall cover a recommended minimum area of 42' x 42'. The matted area can be a wrestling mat or a cheer mat. The surface should be of one piece. If this is not possible, each padded section shall be fastened together securely to create a smooth uniform surface.

- b) Prior to and during competition, teams shall be provided an area free of obstacles and with enough ceiling clearance in order to warm-up stunting.
- c) Each organization will be provided an area appropriate in size to accommodate their teams and free from general public viewing for changing, resting and meeting prior to during the event.
- d) Coaches will be provided with a raised area behind the judges (“judges box”) and in front of the spectators indicating the center of the mat for their teams as they perform.
- e) The center of the mat will be indicated for participants.
- f) A standard entrance and exit on the mat for all teams will allow consistency and equity in judging each team, as well as, eliminate confusion and wasting time at the competition.
 - The announcer will request the team to “approach” the mat. This means to position behind the mat without delay.
 - The announcer will request the team to “take” the mat. This means to get on the mat and take starting position. NO kicks, jumps, or tumbling are allowed onto the mat.
 - The announcer will say “You may begin”. The team can begin their performance. Until then, you are to remain still and in position.
- g) Upon completion of your routine, the team may exit off the side of the mat only; any exit off the front of the mat will result in a penalty.
- h) Spiriting on and off the mat is allowed but NO tumbling or gymnastics is allowed.
- i) Once finished, cheerleaders must return to the bleachers and cheer on the rest of the teams.
- j) There will be trained medical personnel available before, during and after all rounds of the competition.
- k) The Cheer Directors of each organization will be the only person to receive all score sheets at the end of the competition after awards have been given. Coaches will not get score sheets directly from MYFCC.

- l) All scores are final.
- m) Only the Cheer Director be allowed to refute penalties imposed by the “safety” judge at or after the competition, once brought to her attention by an organization Cheer Director.
- n) Awards ceremony will occur after all competition is completed and results are tallied.

D. HOSTING CITY RESPONSIBILITIES

- a) Hosting Team will conduct a coaches’ walk-thru at the competition location prior to competition day to provide coaches with information about the facility, warm-up information and any other relevant information for the competition.
- b) Hosting venues must meet fire code regulations for appropriate numbers estimated regarding participants and spectators.
- c) Host city will provide parking, entrance accessibility and seating for physically challenged and elderly individuals as needed.
- d) Every coach, director, team parent, or anyone assisting cheerleaders during competition must have a name tag.
- e) Hosting city will provide video and DJ services. Participating cities may video tape their city only. Announcer will follow the procedure for team to enter and exit competition floor as laid out.
- f) Host city will provide the services of a photographer at each participants own expense.
- g) Host cities have the discretion to offer flower sales on the day of the competition.
- h) Host city will provide food concessions for spectators. Spectators are not allowed to bring in any outside concessions into the competition building. Participants lunch will be provided by own organization.
- i) T-Shirts and Sweatshirts will be available for pre-order. Host city will be responsible for the design and also the delivery of apparel prior to the

start of the competition. Additional sales the day of competition, is at the hosts discretion.

E. JUDGES, SCORERS, TIME KEEPERS:

- a) MHSAA judges shall officiate from tables placed in front of the competition mat along with a chair for each judge.
- b) Safety judges shall be provided by the host of the event. An appropriate score sheet/penalty sheet and routine description shall be provided for each judge, for each team in every round.
- c) A score table shall be provided with enough chairs available for the scoring personnel contracted to review and tally score sheets submitted by each cheer judge and safety judge.
- d) The score table shall be placed so that it is conveniently available for coaches at all times, yet is out of the way of spectators and competitor traffic and in the same room/gym where the competition is being held.
- e) Coaches are allowed to check at the score table to determine violations penalized but are not allowed to remove score sheets from the score table area. A coach may approach the score table area to review score sheets anytime after the routine scores are verified, but no later than 10 minutes after all scores are recorded for the previous round. Discrepancies will be taken to the MYFCC Director, who will approach the judges for clarification.
- f) Scorer Responsibilities
 - Score table personnel usually consists of 3 people.
 - The first person receives the score sheets from the runner and verifies the score sheets; for score boxes that have been missed, and score sheets with no identification and then calculates the math scores.
 - The second person enters the scores in the excel spread sheets.
 - The third person verifies the data entry of the 2nd person and checks the math.

- The score sheets are then placed in a folder or envelope for each team. At no time shall score sheets leave the competition area during the competition.

g) Timer Responsibilities

- An official timer will be required to time each routine performed.
- The timer can be seated at the end of the cheer judges table.
- It is recommended there are 3 times (one can be the safety judge), and the mean time will be the determinant of the official time.
- The timer will begin timing each routine with the first word, motion, or chord of music of the routine. At that moment judging begins.
- The time will end when the last cheerleader leaves the mat.

h) Copies of the score sheets, penalty sheets and other turned in paperwork will be returned to each Cheer Director at the end of the competition.

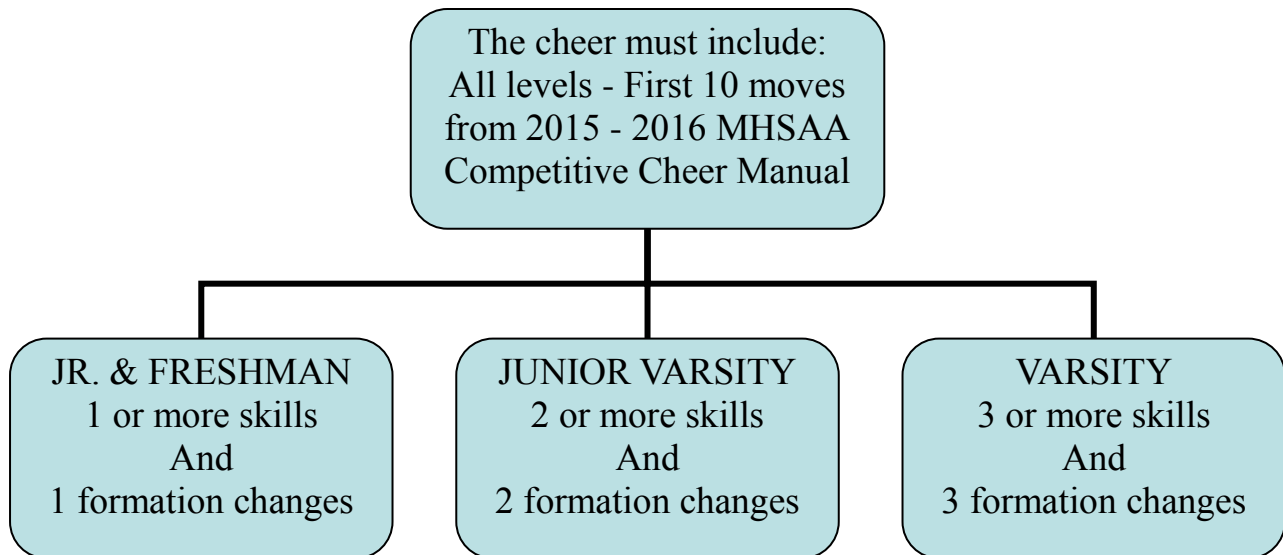
Round 1: Cheer Only

Minimum Time: 0:45 (forty-five seconds)

Maximum Time: 1:30 (one minute, thirty seconds)

COMPETITION GUIDELINES

The cheer categories will be the same for all three levels. The highest score for Jr. Freshmen & Freshman is 6, JV is 8 and Varsity is 10.



PLEASE NOTE ONLY THE FOLLOWING SKILLS ARE ALLOWED FOR SKILLS SECTION

LEVEL I: Spirit Tuck, Spread Eagle*, Fan Kick, T-Kick (side kick)

* Spread Eagle jump may be executed with arms in a V-motion or clap overhead.

LEVEL II: Splits* Double Hook, Front Hurdler Jump, Pike

*Splits must use at least one hand to break the impact of the split, refer to page 24-27 for proper execution of splits

LEVEL III: Double nine, Herkie Jump, Toe Touch Jump, Switch Splits*, Heel Stretch, Side Hurdler, Universal

* Switch splits must use at least one hand to break the impact of the split, refer to page 26 for proper execution of splits

Please note the following:

- **10-count motion drill must be performed in staggered lines facing the judges.**
- First skill in routine is the judged skill and qualifying skills must be performed in unison
- Cannot perform the same skill more than once during the skill portion
- Splits must be performed parallel to the judges
- Each skill must be completed before moving to the next skill
- Coaches must list each skill in order of performance along with the difficulty points on Round 1 description form. Round 1 description form must be turned in with other score/skill sheets.
- Teams may not spirit on and off the floor using gymnastics skills and/or jumps
- The timing of the squad's performance starts with the first movement or sound after the starting judge has announced "you may begin" and ends when the last cheerleader leaves the mat
- Skills can be performed individually after skill portion has been completed.

Upon your teams completion of their routine, cheerleaders must return to the stands to watch competition.

MYFCC Super Cheer Safety Judges Penalty Sheet Round 1

Organization: _____

Team: Jr. Fresh Fresh JV Varsity

Judge #: _____

Time: _____

1st Skill: _____	3rd Skill: _____
2nd Skill: _____	4th Skill: _____

Time Infraction—Number of seconds over or under the limit <input style="width: 50px; height: 20px;" type="text"/>	
1. Under :45	5 pts _____
2. 1 to 5 seconds over time limit	5 pts _____
3. 6 seconds or more over time limit	10 pts _____

4. Mat violation/exit off mat	_____ x 2 pts _____
5. Hair devices that fall off, eye glasses, shoes, etc.	_____ x 2 pts _____
6. Illegal team entrance	2 pts _____
7. Coaching area violation	2 pts _____

8. Illegal uniform, hair or hair devices, uncovered brace/support, gum, Jewelry, safety pin, glitter, face painting, unsafe fingernail	_____ x 4 pts _____
9. Required skills not performed in order submitted	4 pts _____
10. Scoresheet submitted without skills	4 pts _____

11. Team member unsafe contact	_____ x 8 pts _____
12. One team member performs a different skill _____ 1st skill _____ 2nd skill _____ 3rd skill	_____ x 8 pts _____
13. Required number of formations not performed	8 pts _____
14. Collapsed skill	_____ x 8 pts _____
15. Unsportsmanlike conduct	8 pts _____
16. Precision Drill performed differently than described	8 pts _____
17. Required skills not in unison	8 pts _____

18. Skills not attempted by all team members _____ 1st skill _____ 2nd skill _____ 3rd skill	_____ x 12pts _____
19. Illegal skills performed	12 pts _____
20. Music/props used	12 pts _____

SAFETY JUDGES RECORD VIOLATIONS AND PENALTIES

The following paragraphs describe the violations and penalties that safety judges will be responsible to view during MYFCC Round 1, then record on the Safety Judge's Penalty Sheet. Each paragraph is placed in the order in which it appears on the Safety Judge's Penalty Sheet.

5 - 10 POINT VIOLATIONS

TIME INFRACTIONS (1, 2 & 3)

A routine that is not completed with the last team member off the mat within the time limit allotted each round will receive the following penalty per time infraction: Under the minimum time limit -- five points will be deducted from the score of that round. 1 second to 5 seconds over the time limit -- five points will be deducted from the score of that round. If the time infraction is 6 seconds or more beyond the maximum time limit, the team will receive a 10-point deduction from that round.

2-POINT VIOLATIONS

MAT VIOLATION/EXIT OFF MAT (4)

Stepping off the mat or any body part that touches the floor off the competition mat during a performance, will be given a two-point deduction from the total points earned in the round each time the infraction occurs. If more than one person steps off the mat at the same time, it is a 2 point deduction. If competitors step off the mat different times during the routine, it is a 2-point deduction each time someone steps off or touches the floor off the mat. Stepping off the front of the mat when exiting is also a mat violation per competitor.

DETACHED HAIR CONTROL DEVICES, EYE GLASSES, SHOE, ETC (5)

Legal hair devices worn during competition must remain secure. Safety judge will assess a 2-point penalty when any object falls to or hits the mat in an area where it is stepped on or causes a safety hazard during a routine.

ILLEGAL TEAM ENTRANCE (6)

While entering onto the competition mat, vocal and arm movements only are allowed. A team that enters the competition mat performing kicks, jumps, or tumbling will receive a 2-point penalty.

COACHING AREA VIOLATION (7)

A coaching area will be designated by the host organization for coaches during their team's performances. No more than four coaches per team are permitted to be in the coaching area during performance. No one other than coaches are allowed in this area. A 2-point penalty will be assessed for too many coaches and non-coaches in the coaches' area.

4-POINT VIOLATIONS

ILLEGAL UNIFORM, HAIR OR HAIR DEVICE; UNCOVERED BRACE/SUPPORT; GUM, JEWELRY, SAFETY PIN, GLITTER, UNSAFE FINGERNAILS (8)

4-points will be deducted from the total points earned in the round each time the infraction occurs. Examples of miscellaneous violations include: gum chewing, glitter, hair violation, wearing jewelry. If more than one competitor is wearing jewelry, it is a 4-point deduction. However, if one competitor has glitter on her body and another has a hair violation, 8-points will be deducted in the round of competition.

REQUIRED SKILLS NOT PERFORMED IN ORDER SUBMITTED (9)

Round 1 skills must be performed in the order submitted on the Round 1 scoresheet. A 4-point penalty will be assessed for not performing the skills in the order submitted.

ROUND 1 SCORESHEET SUBMITTED WITHOUT SKILLS (10)

Round 1 skills must be listed on the Round 1 scoresheet. A 4-point penalty will be assessed for not listing skills on the scoresheet.

8-POINT VIOLATIONS

TEAM MEMBER UNSAFE CONTACT (11)

Safety judges will be responsible to recognize and take the appropriate 8-point deduction when team members make inappropriate, unsafe contact with each other when executing skills.

ONE TEAM MEMBER PERFORMS DIFFERENT SKILL (12)

The first listed skills performed in Round 1 are required to be executed by

each competitor in unison. If one competitor performs a different skill, an 8-point penalty will be assessed for the first skill. In addition, an 8-point penalty will be assessed if the same (or different) competitor performs a different skill in the following required skills.

REQUIRED NUMBER OF FORMATIONS NOT PERFORMED (13)

Safety judges are responsible to count the number floor formations each team performs in round 1. If the minimum number of formations is not performed, an 8-point penalty deduction is taken by the safety judges.

COLLAPSED SKILL (14)

When a team member attempts to perform a skill and it appears very unsafe or falls unsafely, or the Safety Judge feels that the safety of the competitor was compromised, an 8-point penalty will be assessed. It is not required to give this penalty when panel judges penalize 2.0 for a collapsed skill.

UNSPORTSMANLIKE CONDUCT (15)

The first unsportsmanlike conduct offense by an individual will be penalized and the coach will be notified. The penalty will be an 8-point deduction. The second offense by the same coach/athlete will disqualify the coach/athlete from the contest.

ENTIRE TEAM PERFORMS PART OF THE PRECISION DRILL DIFFERENTLY THAN DESCRIBED IN MANUAL (16)

If one or some team members perform improper hand/arm or importer feet/leg placement, it should be judged as an execution error. The Precision Drill shall be performed as prescribed, i.e. facing proper direction, correct beginning and ending position. If the entire team performs part of the Precision Drill differently than described in the Manual, it has been choreographed incorrectly and is penalized 8 points by the safety judges.

REQUIRED SKILLS NOT IN UNISON (17)

The required skills in Round 1 are required to be executed by each competitor in unison.

12-POINT VIOLATIONS

SKILLS NOT ATTEMPTED BY ALL TEAM MEMBERS (18)

Teams are required to perform the required number of skills in Round 1. The required skills performed must be different and must be executed by each competitor in unison. If one of more competitors do not attempt the skill/s, a 12-point penalty will be assessed.

ILLEGAL SKILLS PERFORMED (19)

Round 1 skills that are not allowed are stunts, mounts, tumbling, and gymnastics skills. Anything that requires the support of another person is illegal in Round 1. The penalty will be 12-points for an illegal stunt/skill in Round 1.

MUSIC OR PROPS USED (20)

If music or props are used in Round 1 it is a 12-point penalty

MYFCC Super Cheer Round One (Cheer & Skills)

Judge #: _____

Organization Name: _____ Team: Jr. Fresh Fresh JV Varsity

The following categories will be judged on the following point scale using a .5 of a point system.

Jr. Freshmen are scored from 1-6 points	Freshmen are scored from 1-6 points	Jr. Varsity are scored from 1-8 points	Varsity are scored from 1-10 points
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Required Skills (Jr. Freshmen - 1skill, Freshmen - 1 skill, JV - 2 skills, Varsity - 3 skills)

Level One = 2 Points

Spirit Tuck Fan Kick
Spread Eagle
T-Kick (Side Kick)

Level Two = 3 Points

Splits on one side
Double Hook
Front Hurdler

Pike

Level Three = 4 Points

Double Nine Switch Splits
Herkie Heel Stretch
Toe Touch Universal

Skill 1:

SCORE		DIFFICULTY LEVEL		
□	+	□	=	□

Skill 2:

SCORE		DIFFICULTY LEVEL		
□	+	□	=	□

Skill 3:

SCORE		DIFFICULTY LEVEL		
□	+	□	=	□

Floor Mobility

Visual patterns, ease of transitions, accuracy of formations, spacing

Jr. Freshmen - 2 Formations (1 formation change)

Freshmen - 2 Formations (1 formation change)

Jr. Varsity - 3 Formations (2 formation changes)

Varsity - 4 Formations (3 formation changes)

Formation 1:

Formation 2:

Formation 3:

Formation 4:

Voice

Inflection, diction, clarity of words, squad volume

Precision Drill

Timing of 10 Count motions with entire team, team coordination and precision

Creativity

Complexity of material

Overall Impression

The overall "wow" factor of the performance

Deductions from Penalty Sheet - Transfer total deduction points from penalty sheet

Comments: _____

**GRAND
TOTAL**

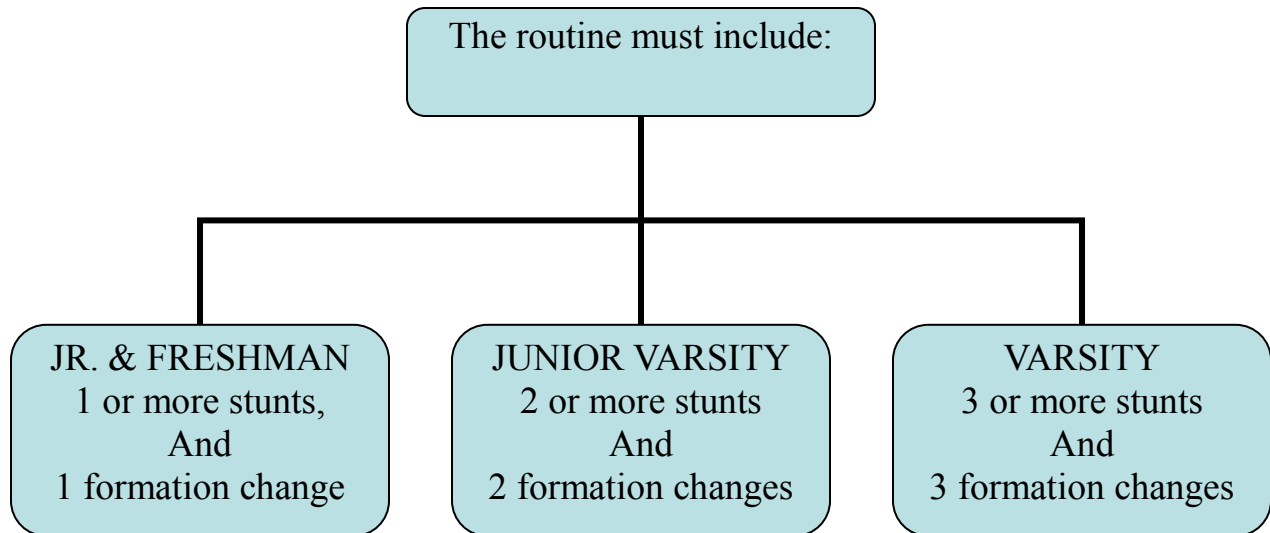
Round 2: Stunting & Tumbling

Minimum Time: 1:30 (one minute, thirty seconds)

Maximum Time: 2:30 (two minutes, thirty seconds)

COMPETITION GUIDELINES

The cheer categories will be the same for all three levels.



- Each team is responsible for calculating their degree of difficulty score for all stunts and tumbling.
- Coaches must list each stunt and tumbling in routine, in order of performance along with difficulty points on Round 2 description form. Round 2 description form must be turned in with other score sheets.
- All difficulty points for the routine will then be added, the total of difficulty points will then be divided by the number of competitors in Round 2. ***This is your degree of difficulty score.***
- Teams may spirit on and off the floor
- The timing of the squad's performance starts with the first movement or sound after the starting judge has announced you may begin and ends when the last cheerleader leaves the mat.

Upon your teams completion of their routine, cheerleaders must return to the stands to watch the competition.

**MYFCC Super Cheer
Safety Judges Penalty Sheet
Round 2**

Organization: _____ **Team:** Jr. Fresh Fresh JV Varsity

Judge #: _____

Time: _____

Time Infraction—Number of seconds over or under the limit

- | | | | |
|-----------|------------------------------------------|---------------|--|
| 1. | Under 1:30 | 5 pts | |
| 2. | 1 to 5 seconds over time limit | 5 pts | |
| 3. | 6 seconds or more over time limit | 10 pts | |

- | | | | |
|-----------|-------------------------------------------------------------------|---------------|--|
| 4. | Mat violation/exit off mat | _____ x 2 pts | |
| 5. | Hair devices that fall off, eye glasses, shoes, etc. | _____ x 2 pts | |
| 6. | Illegal team entrance | 2 pts | |
| 7. | Coaching area violation | 2 pts | |

- | | | | |
|------------|-----------------------------------------------------------------------------------------------------------------------------------|---------------|--|
| 8. | Illegal uniform, hair or hair devices, uncovered brace/support, gum, jewelry, safety pin, glitter, unsafe fingernail | _____ x 4 pts | |
| 9. | Required stunts not performed in order submitted | 4 pts | |
| 10. | Score sheet submitted without stunts | 4 pts | |
| 11. | Stunts performed not on submitted stunt form | _____ x 4 pts | |

- | | | | |
|------------|------------------------------------------------------|---------------|--|
| 12. | Team member unsafe conduct | _____ x 8 pts | |
| 13. | Required number of formations not performed | 8 pts | |
| 14. | Required number of stunts not performed | 8 pts | |
| 15. | Collapsed skill | 8 pts | |
| 16. | Unsportsmanlike conduct | 8 pts | |
| 17. | Incorrect spotting technique or no spotter | _____ x 8 pts | |
| 18. | A fall by a flyer that receives no assistance | _____ x 8 pts | |

- | | | | |
|------------|------------------------------------------|----------------|--|
| 19. | Illegal stunts/tumbling performed | _____ x 12 pts | |
| 20. | Props used in round | _____ x 12 pts | |

SAFETY JUDGES RECORD VIOLATIONS AND PENALTIES

The following paragraphs describe the violations and penalties that safety judges will be responsible to view during MYFCC Round 2, then record on the Safety Judge's Penalty Sheet. Each paragraph is placed in the order in which it appears on the Safety Judge's Penalty Sheet.

5 - 10 POINT VIOLATIONS

TIME INFRACTIONS (1, 2 & 3)

A routine that is not completed with the last team member off the mat within the time limit allotted each round will receive the following penalty per time infraction: Under the minimum time limit -- five points will be deducted from the score of that round. 1 second to 5 seconds over the time limit -- five points will be deducted from the score of that round. If the time infraction is 6 seconds or more beyond the maximum time limit, the team will receive a 10-point deduction from that round.

2-POINT VIOLATIONS

MAT VIOLATION/EXIT OFF MAT (4)

Stepping off the mat or any body part that touches the floor off the competition mat during a performance, will be given a two-point deduction from the total points earned in the round each time the infraction occurs. If more than one person steps off the mat at the same time, it is a 2 point deduction. If competitors step off the mat different times during the routine, it is a 2-point deduction each time someone steps off or touches the floor off the mat. Stepping off the front of the mat when exiting is also a mat violation per competitor.

DETACHED HAIR CONTROL DEVICES, EYE GLASSES, SHOE, ETC (5)

Legal hair devices worn during competition must remain secure. Safety judge will assess a 2-point penalty when any object falls to or hits the mat in an area where it is stepped on or causes a safety hazard during a routine.

ILLEGAL TEAM ENTRANCE (6)

While entering onto the competition mat, vocal and arm movements only are allowed. A team that enters the competition mat performing kicks, jumps, or tumbling will receive a 2-point penalty.

COACHING AREA VIOLATION (7)

A coaching area will be designated by the host organization for coaches during their team's performances. No more than four coaches per team are permitted to be in the coaching area during performance. No one other than coaches are allowed in this area. A 2-point penalty will be assessed for too many coaches and non-coaches in the coaches' area.

4-POINT VIOLATIONS

ILLEGAL UNIFORM, HAIR OR HAIR DEVICE; UNCOVERED BRACE/SUPPORT; GUM, JEWELRY, SAFETY PIN, GLITTER, UNSAFE FINGERNAILS (8)

4-points will be deducted from the total points earned in the round each time the infraction occurs. Examples of miscellaneous violations include: gum chewing, glitter, hair violation, wearing jewelry. If more than one competitor is wearing jewelry, it is a 4-point deduction. However, if one competitor has glitter on her body and another has a hair violation, 8-points will be deducted in the round of competition.

REQUIRED STUNTS NOT PERFORMED IN ORDER SUBMITTED (9)

Round 2 stunts/tumbling must be performed in the order submitted on the Round 2 Description form. A 4-point penalty will be assessed for not performing the stunts/tumbling in the order submitted.

ROUND 2 SCORESHEET SUBMITTED WITHOUT STUNTS (10)

Round 2 stunts/tumbling must be listed on the Round 2 Description Sheet and submitted in writing to the judges in advance of performance. A 4-point penalty will be assessed for not listing stunts on the description form.

STUNTS/TUMBLING PERFORMED NOT SUBMITTED ON STUNT DESCRIPTION FORM (11)

Round 2 stunts/tumbling must be listed on the Round 2 Description Sheet. A 4-point penalty will be assessed for performing stunts/tumbling not listed on description form.

8-POINT VIOLATIONS

TEAM MEMBER UNSAFE CONTACT (12)

Safety judges will be responsible to recognize and take the appropriate 8-point deduction when team members make inappropriate, unsafe contact with each other when executing skills.

REQUIRED NUMBER OF FORMATIONS NOT PERFORMED (13)

Safety judges are responsible to count the number floor formations each team performs in round 2. If the minimum number of formations is not performed, an 8-point penalty deduction is taken by the safety judges.

REQUIRED NUMBER OF STUNTS NOT PERFORMED (14)

Safety judges are responsible to count the number of stunts each team executes in round 2. If the minimum number of stunts is not performed, an 8-point penalty deduction is taken by the safety judges.

COLLAPSED SKILL (15)

When a team member attempts to perform a skill/stunt and it appears very unsafe or falls unsafely, or the Safety Judge feels that the safety of the competitor was compromised, an 8-point penalty will be assessed. It is not required to give this penalty when panel judges penalize 2.0 for a collapsed skill or fall.

UNSPORTSMANLIKE CONDUCT (16)

The first unsportsmanlike conduct offense by an individual will be penalized and the coach will be notified. The penalty will be an 8-point deduction. The second offense by the same coach/athlete will disqualify the coach/athlete from the contest.

INCORRECT SPOTTING TECHNIQUES OR NO SPOTTER (17)

Illegal stunts are indicated in detail in the middle school section of the MHSAA handbook. This shall be the guide for judges and coaches as to what stunts/skills are or are not legal. Spotting techniques are described in this Manual and must be adhered to. Eight points will be deducted from the total points earned in the round each time the infraction occurs.

A FALL BY A FLYER THAT RECEIVES NO ASSISTANCE (18)

It is paramount that spotters understand their responsibility to protect the flyer when the stunt is falling apart and the flyer could sustain a neck, head or back injury. If a stunt is falling apart, the spotter/s must attempt to touch, hold, or break the fall. If there is no attempt to assist the flyer by anyone an 8 point penalty will be assessed each time the infraction occurs.

12-POINT VIOLATIONS

ILLEGAL STUNTS/TUMBLING PERFORMED (19)

Illegal skills are indicated in detail in the middle school section of the MHSAA handbook.

The penalty will be 12-points for an illegal stunt or tumbling in Round 2.

PROPS USED (20)

If props are used in Round 2, it is a 12 point penalty.

Round 2 Stunting & Tumbling Description Form

Organization: _____ **Team:** Jr. Fresh Fresh JV Varsity

No. of Competitors: _____ **Coaches Signature:** _____

Write in order all stunts and/or tumbling that will receive credit and your team will perform.

Description	Total Points

Total Difficulty Points _____

Degree of Difficulty _____

(Take Total Difficulty Points and find on Degree of Difficulty Table with Number of Competitors. Round Down.)

**MYFCC Super Cheer
Round Two (Stunting & Tumbling)**

Judge #: _____

Organization Name: _____ **Team:** Jr. Fresh Fresh JV Varsity

The following categories will be judged on the following point scale using a .5 of a point system.

Jr. Freshmen are scored from 1-6 points	Freshmen are scored from 1-6 points	Jr. Varsity are scored from 1-8 points	Varsity are scored from 1-10 points
----------------------------------------------------------	------------------------------------------------------	---------------------------------------------------------	------------------------------------------------------

Required No. of Stunts: (*Jr. Freshmen - 1 stunt, Freshmen - 1 stunt, JV - 2 stunts, Varsity - 3 stunts*)

Tumbling and gymnastics skills, stunts, flairs, jumps, transitions

Degree of Difficulty

Total Degree of Difficulty from Round 2 Degree of Difficulty Sheet

Variety of Skills

Choreography

Floor Mobility

Visual patterns, ease of transitions, accuracy of formations, spacing

Jr, Freshmen - 2 Formations (1 formation change)

Freshmen - 2 Formations (1 formation change)

Jr. Varsity - 3 Formations (2 formation changes)

Varsity - 4 Formations (3 formation changes)

Formation 1:

Formation 2:

Formation 3:

Formation 4:

Voice

Inflection, diction, clarity of words, squad volume

Precision

Timing of all motions with entire team, team coordination and precision

Creativity

Complexity of material

Overall Impression

The overall “wow” factor of the performance

Deductions from Penalty Sheet - Transfer total deduction points from penalty sheet

Comments: _____

**GRAND
TOTAL**

MYFCC

Stunting Exceptions 2015

Jr. Freshman

- Shoulder sit (requires a back spot, no front spot)
- Hand lock Sit/Genie Sit (requires a back spot, no front spot)
- Thigh Stand (requires a back spot, no front spot)
- Hitch in stunt (requires back spot, no front spot)

Freshman

- Shoulder sit (requires a back spot, no front spot)
- Hitch in stunt (requires a back spot, no front spot)
- Straight Cradle

JV

- Follow Middle School Rules but only stunt to shoulder level

Varsity

- Follow Middle School Rules for stunts and tumbling in our Round 2 as stated in MHSAA handbook

MYFCC Cheerleading Difficulty Factoring Chart

Level Of Diff.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
# girls	Points needed in routine																			
30	630	600	570	540	510	480	450	420	390	360	330	300	270	240	210	180	150	120	90	60
29	609	580	551	522	493	464	438	406	377	348	319	290	261	232	203	174	145	116	87	58
28	588	560	532	504	476	448	420	392	364	336	308	280	252	224	196	168	140	112	84	56
27	567	540	513	486	459	432	405	378	351	324	297	270	243	216	189	162	135	108	81	54
26	546	520	494	468	442	416	390	364	338	312	286	260	234	208	182	156	130	104	78	52
25	525	500	475	450	425	400	375	350	325	300	275	250	225	200	175	150	125	100	75	50
24	504	280	456	432	408	384	360	336	312	288	264	240	216	192	168	144	120	96	72	48
23	483	460	437	414	391	368	345	322	299	276	253	230	207	184	161	138	115	92	69	46
22	462	440	418	396	374	352	330	308	286	264	242	220	198	176	154	132	110	88	86	44
21	441	420	399	378	357	336	315	294	273	252	231	210	189	168	147	126	105	84	63	42
20	420	400	380	360	340	320	300	280	260	240	220	200	180	160	140	120	100	80	60	40
19	399	380	361	342	323	304	285	266	247	228	209	190	171	152	133	114	95	76	57	38
18	378	360	342	324	306	288	270	252	234	216	198	180	162	144	126	108	90	72	54	36
17	357	340	323	306	289	272	255	238	221	204	187	170	153	136	119	102	85	68	51	34
16	336	320	304	288	272	256	240	224	208	192	176	160	144	128	112	96	80	64	48	32
15	315	300	285	270	255	240	225	210	195	180	165	150	135	120	105	90	75	60	45	30
14	294	280	266	252	238	224	210	196	182	168	154	140	126	112	98	84	70	56	42	28
13	273	260	247	234	221	208	195	182	169	156	143	130	117	104	91	78	65	52	39	26
12	252	240	228	216	204	192	180	168	156	144	132	120	108	96	84	72	60	48	36	24
11	231	220	209	198	187	176	165	154	143	132	121	110	99	88	77	66	55	44	33	22
10	210	200	190	180	170	160	150	140	130	120	110	100	90	80	70	60	50	40	30	20
9	189	180	171	162	153	144	135	126	117	108	99	90	81	72	63	54	45	36	27	18
8	168	160	152	144	136	128	120	112	104	96	88	80	72	64	56	48	40	32	24	16
7	147	140	133	126	119	112	105	98	91	84	77	70	63	56	49	42	35	28	21	14
6	126	120	114	108	102	96	90	84	78	72	66	60	54	48	42	36	30	24	18	12
5	105	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
4	84	80	76	72	68	64	60	56	52	48	44	40	36	32	28	24	20	16	12	8
3	63	60	57	54	51	48	45	42	39	36	33	30	27	24	21	18	15	12	9	6
2	42	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4
1	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2