
SDHSAA Judging Clinic 2017

— Competitive Cheer —
Presenters:

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Definitions

New

- [Braced Flip](#)
- [Braced Roll](#)
- [Braced Inversion](#)
- Prep Level
- Swing Roll Down

Changed/deleted

- Front Drop,
Knee/Seat/Thigh
Drop→See “Drop”
- DELETED: Downward
Inversion, Sponge, Swan
Dive
- Switch Liberty

Rule Changes

- 3-2-7: A spotter is required for extended stunts or transitions that stop in an extended position ~~in which the supporting hand(s) of the base(s) is(are) above the head,~~ except for the following...
 - **Rationale:** This change will allow "show and go" and "up and over" type stunts in which the top person does not end in an extended position without a spotter.

Rules Changes: Inversions (3-3)

- **ART. 1 . . . NO INVERSIONS**
- **ART. 2 . . . Inverted top person may pass THROUGH extended position (show and go)**
- **ART. 3 . . . Braced inversions MUST:**
 - a. Have at least two bases OR a base and a spotter
 - b. If released:
 - 1. Skills before and after are LEGAL.
 - 2. Bracer(s) are at PREP LEVEL/below. Prep level bracer(s) has two bases/a base and a spotter.
 - 3. Bracers do not provide PRIMARY SUPPORT for the top person.
 - 4. No more than a ¼ turn.
 - 5. The top person is caught by ORIGINAL base(s).
 - 6. The top person does not LAND inverted.

Rule Changes: Inversions (3-3), con't

- **ART. 4 . . . Braced rolls MUST:**
 - a. Have at least TWO bases/a base and a spotter.
 - b. Bracer(s) have TWO bases/a base and a spotter.
- **ART. 5 . . . Braced flips MUST**
 - a. Maintain HAND-TO-HAND/ARM CONTACT with TWO bracers in preps w/spotters, arms connected to separate bracers, top person not behind bracers.
 - b. The top person shall have at least THREE people involved who were the ORIGINAL bases or spotters.
 - c. Top person can be released when DESCENDING and is NOT inverted.
 - d. Ends non-inverted.
 - e. No more than 1¼ flipping rotations and no more than ½ twist.
 - f. The bases/catchers remain STATIONARY.

Rule Changes: Inversions (3-3), con't

- **ART. 6 . . .** In all other inversions:
 - a. Inversions may release to DISMOUNTS, LOADING POSITIONS, PREP LEVEL/below stunts with spotter.
 - b. PREP LEVEL inversions MUST have a HEAD/NECK SPOTTER who maintains UPPER BODY contact until no longer inverted or on performing surface.
 - c. Inversions BEGINNING/PASSING THROUGH prep level require TWO HEAD/NECK SPOTTERS, ONE must maintain UPPER BODY contact until no longer inverted or on performing surface.
 - **EXCEPTION:** Foldover at/below prep level that does not stop extended.
 - **EXCEPTION:** Top person must NOT go from prep level/higher to inverted on performing surface.
 - **EXCEPTION:** Single base suspended roll MUST have hand-to hand contact.
 - **EXCEPTION:** NEW catchers MUST be in place and NOT involved when transition is initiated.
 - d. If beginning inverted and moving to non-inverted, may release upper body contact before non-inverted.

Rule Changes: Inversions (3-3), con't

- **ART. 7 . . .** Inverted top person **MUST NOT** hold objects, except during transition from inverted on the performing surface to non-inverted stunt.
- **ART. 8 . . .** A Swing Roll Down stunt is not permitted.

Rule Changes, con't

- **3-4-3...** Braced, extended stunts must NOT connect hand/arm to foot/leg.
- **3-5-5-c...** Release transitions MUST:
 - c. Have bracers at prep level, w/TWO bases OR base and spotter, or below.
 - **Rationale:** Allowing bracers to be in a double based preps without a spotter is safe. Virtually every fall goes forward and the bases would be in a position to protect the bracer.
- **3-5-9...** ~~Swan dives are not permitted.~~
 - **Rationale:** Currently we have contradicting rules in the Release Stunt/Toss section. The intent of this rule is covered in other articles of the release section. We allow some stunts to land in the prone position (3.5.5.b.2, 3.5.7-log rolls) and others are prohibited. This eliminates the contradiction.

Rule Changes, con't

- 3-8-2...Props cannot be held in the hands during back handsprings or in the hand(s) in contact with the ground in a cartwheel or round-off. Tumbling while holding props is not permitted except FORWARD ROLL, BACKWARD ROLL, POMS during airborne tumbling skills in which the hands are not being used for support.
 - **Rationale:** The only time props are a safety concern is when a tumbler is using their hands for support, such as in a handspring or cartwheel. Poms in the free hand of a cartwheel, during a forward or backward roll, or during a standing back tuck do not pose any significant risk to the performer.

Rule Changes, con't

- **3-6-2...**Non-braced suspended splits that begin or pass through prep level or above
MUST:
 - b. Have both hands in contact with a base(s) once it reaches full split position.
 - Exception: Top person may release one hand to grasp the hand of another base to adjust his/her position.
 - **Rationale:** This move does not increase the risk of injury to the participant as long as there is one hand still in contact with the third base.

Rule Changes, The Short Version

- Show and go, up and over are LEGAL (3-2-7).
- Inversions (3-3) are LEGAL if:
 - initiated at/below prep level
 - braced
 - by bracers in preps/spotters on performing surface
 - by hand-to-hand/arm/upper body contact
 - released to non-inverted position in DISMOUNTS, LOAD-INS
- Braced, extended stunts must NOT connect hand/arm to foot/leg (3-4-3)

SDHSAA Modifications

2017-2018 South Dakota Changes/Clarifications/Reminders

1. Increase jewelry violation from 5 points to 10 points on the Technical Safety Score sheet.
2. Judges range of score from low to high shall be no more than 10 pts.

South Dakota Modifications

- 1.No glitter hairspray is allowed.
- 2.Hair devices shall be safe and secure. The hair shall be worn in a manner to ensure safety while performing. **All members of the competitive cheer/dance team shall wear their hair up and away from the face and off their shoulders.**

Points of Emphasis - Injury

- Injury Procedure:
 - “If an injury occurs during the routine...procedure for stopping the competition is for ANY judge to hold up a red flag/sign/card signaling that the routine should stop.” (p.12)
 - Safety OR Performance
 - Judgement based on athlete’s outward performance

Points of Emphasis - Judging Ethics

NFHS Officials Code of Ethics

NASO Code of Conduct for Sports Officials

Points of Emphasis - Judging Ethics

- **AFFILIATION:** A judge should not accept the offer to judge a contest if he/she has a direct personal affiliation with the coach or any member of the team. (This would include teams you have choreographed for or have taught recently.) (p.15)
 - Recently: Team member rule of thumb is 3-5 years

Points of Emphasis - Judging Ethics

- **CONSULTATIONS:** An active judge should not give a consultation to any team competing in a contest he or she will be judging. (p.15)
 - Maintain role as an **official**. If personal preference is to be coaching or doing choreography, considering do that instead of, as opposed to in addition to, officiating.
 - Examples: attending team practices, cleaning up choreography, reviewing routine in advance, offering fixes/improvements, rearranging routine elements, advising specific changes with a stated or implied promise of improving scores.

Points of Emphasis - Judging Ethics

- Any consultation or comments regarding other judges' performance to coaches, parents or athletes outside of competition is unprofessional. It is unethical to comment on a performance for which you were not officially contracted or were not present. If approached regarding another judge's performance, the question should be referred to those who were judging that day. (p.15)
 - Undermining the authority of other judges only serves to damage the sport.
 - Maintain professional separation from team personnel.
 - Respect judges' opinions, even if different than your own.
 - Be supportive of other judges, regardless of personal opinion.

Points of Emphasis - Judging Ethics

- **CONDUCT** : Judges should never display a preference toward any competing team. This would include making comments in public. At competition a judge should not make comments to coaches or parents about judging results at a competition in which they are judging. A judge should be sequestered before and after the competition to avoid this. (p.15)
 - “Officials shall recognize that anything which may lead to a conflict of interest, either real or apparent, must be avoided. Gifts, favors, special treatment, privileges, employment or a personal relationship with a school or team which can compromise the perceived impartiality of officiating must be avoided.”
(NASO)

Points of Emphasis - Judging Ethics

- **SCORING:** You will inevitably see some of the same teams repeatedly over the course of the season. Be sure to judge each team on their performance for **that day**, not as to what you have seen in the past in comparison. You may have a personal opinion about their performance, but you need to judge as to how the routine was performed on that specific day!
 - To maintain integrity, avoid referencing notes/scores from previous competitions.
 - Safety: “Last week, the blonde back spot was inattentive; watch her in the final pyramid.”
 - Performance: “Team A has scored higher than Team B at the last two competitions, so that pattern should continue today.”

Points of Emphasis - Developing Consistency

- Generic
 - Be prepared every competition
 - Develop a routine (before and after competition)
- Performance
 - Use the rubrics
 - Difficulty: objective rule of majority
 - Execution: subjective quality of skill performance

Cheer Specific Competition Guidelines

- **Performance Procedures:** A 10 point “unnecessary delay” deduction will be taken if a team is not in the on-deck area when called. Once a team is called to the on-deck area, points may be deducted for various violations, such as, jewelry, hair, nails, glitter, etc. **ONLY PERFORMING MEMBERS OF THE CHEER TEAM AND THEIR COACH MAY BE IN THE “ON-DECK AREA” FOR COMPETITION OR 10 POINTS WILL BE DEDUCTED.** (p.19)
- **Coaches’ Seating:** Only TWO coaches who are listed on each specific team’s roster are allowed in the VIP seating. (p.19)

Consistency throughout season
Proactive vs. reactive

Technical Score Sheet - Major Falls

From a stunt:	10 points
Tumbling/Dance Move:	
Fall/land to a weight bearing position	5 points
Touching any body part down after skill execution	3 points
Obvious recovery, hop, major step to recover (not balance checks)	1 point
Motion/Transitions:	
Tripping or colliding with other team members	1 point

Technical Score Sheet - Major Falls, con't

- **From a stunt (10 points)**

- *Top person* touches performing surface with anything other than feet
 - Major stunt fall examples: Top person slides through a cradle dismount and her torso touches performing surface, stunt bobbles and comes down, with top person's hand reaching to the floor, etc.
 - NOT a major stunt fall: anytime a base or spotter makes contact with the floor, as long as the TOP PERSON does not.

Technical Score Sheet - Major Falls, con't

- **Tumbling/Dance Move:**

- Fall/land to a weight bearing position (5pts)
 - EX: Landing on knees/bottom/etc. after tumbling pass
- Touching any body part down after skill execution (3pts)
 - EX: Touching knees/hands/etc. to performing surface after tumbling pass
- Obvious recovery, hop, major step to recover (not balance checks) (1pt)
 - EX: Athlete would have fallen if not for major recovery action

Athlete touches performing surface with anything other than feet/hands as dictated by proper technique

Technical Score Sheet - Time Infractions

<p>Time infractions for entire routine (minimum-1:30 and maximum-2:30)</p> <ul style="list-style-type: none">1-3 seconds under/over time4-8 seconds under/over time9 or more seconds under/over time	<p>WARNING</p> <p>10 points</p> <p>20 points</p>
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This information will come from the timer, only needs to be properly recorded on score sheet. May need to inform timers of new minimum time.