



COMPETITION RULES & GUIDELINES

Purpose

The purpose of this document is to provide the following rules and guidelines that will govern all the participants, coaches and judges participating in the Southern Premier Youth Football League (SPYFL) cheerleader competition. The SPYFL Competition Rules and Safety Guidelines comply with the technical and safety aspects of Georgia High School Association (GHSA) as well as the National Federation High School (NFHS) standards, as applicable to cheerleaders of school age and for liability reasons.

Objective

The objective is providing the rules and guidelines that must be followed for the annual competition. The rules will be reviewed regularly with the relevant clarifications and updates will be made available to all coaches prior to the competition.

Wherever possible, rules are quoted exactly as the standards listed within the GHSA and NFHS booklet. However, division ages ranges reflect the general squad compositions outlined in the Cheerleader Guidelines, and are designed to allow all squad age ranges to compete. CCF League is designed to give equal opportunity to all.

COMPETITION OVERVIEW GUIDELINES

Guidelines on the routine performance will be outlined in detailed; strict compliance with all rules is required. It will provide the penalty criteria on performance deduction, which will be deducted from the total score on each rule infraction. The amount of the penalty depends on the severity of the infraction within the criteria listing. All rule clarifications must be submitted to the SPYFL Cheer Officer prior to the event.

The judge's decisions are final. No discussion with Judges or Table Officials will be permitted. During the event, a SPYFL Competition Officer will be available for questions or clarification. A formal submission is required on all questions\clarification to the SPYFL Cheer Officer.

All cheer squads at the member parks are required to compete in the annual cheer competition. Each team must be under the supervision of a coach, team parent, or other responsible adult over 18 at the competitions. Competition divisions shall correspond with the SPYFL age divisions. All participants listed on the roster must participate. All justified non-participants participation will be provided based on the deadline provided by the SPYFL Cheer Officer prior to the competition event.

SQUAD MEMBER ELIGIBILITY - Eligibility is determined as outlined in the SPYFL Cheerleader Guidelines during squad certification by the SPYFL Cheer Officer.

SQUAD ROSTER – Each squad will be officially processed for check in the day of competition based on the squad certified cheer roster. All non-participant form must be submitted for all the cheerleaders not performing prior to competition except for emergencies, which will be, reviewed the SPYFL Cheer Officer. The child's parent or legal guardian must sign off this form; this form must be submitted prior to competition as indicated by the Cheer Officer. No substitutions will be allowed.

DISQUALIFICATION - Any squads with false information\intention the day of competition regarding the roster will be disqualified. Any cheerleader, coach, or supporter of your squad, involved in any act of harassment of Judges, Scorekeepers or Officials, or conduct deemed likely to bring Cheerleading into disrepute will result in your entire squad being disqualified.

JUDGES - An impartial panel of qualified judges will judge the competitions. The Panel will consist of 3 to 4 Judges with a Head Judge Appointed to communicate with SPYFL Cheer Officer accordingly. The judges for the Annual Cheerleader Competition will be selected and secured by the SPYFL Cheer Officer. All judges' scores and decisions are final. *(All coaches, volunteers, cheerleaders, and squad trainers are restricted from the judges' booth for any reason.)*

AWARDS AND TROPHIES: The SPYFL will provide one (1) team trophy award in each age group for the Top three (3) placed teams. The Grand Champion winner will be the squad with the highest score and may be presented park award as well as a team award. The SPYFL Cheer Officer will determine all trophies and awards selection.

CHEER TEAM DIVISION

Squad Compositions

5U Flag Cheer - Exhibition only performance

Pee Wee 5-6

Mighty Mite 7-8

Bandit 9-10

Junior 11-12

Senior 13-14

Cheer squad participants may only compete on one cheer squad.

In the event of single age certification, squads will compete as outlined accordingly to the rules.

All teams will compete within their own age level, based on the criteria outlined in the Cheerleader Guidelines during squad certification.

General Information

- a. All cheer squads at the member parks are required to compete in the Clayton County annual cheer competition. Exception: 5u Flag Football Cheerleaders will participate in Exhibition performance only.
- b. Competition divisions shall correspond with the CCFL age divisions. Ages of cheerleaders shall be determined as of July 1.
- c. All participants listed on the roster must participate. All justified non-participants participation will be provided two (2) weeks prior to the Annual Competition Event unless specified by the SPYFL Cheer Officer.
- d. Poor sportsmanship will not be tolerated. Squads may be dismissed according to Athletic Manager, SPYFL Cheer Officer or designated person.
- e. **Tie Break** - In the event of a tie, 'a performance cheer by each squad' will be used to break the tie for that specify age group.
- f. **Performance Area:** Squads will not be allowed to perform on any surface outside of the performance area. The performance area will be marked.
- g. **Props:** Signs, megaphones, and poms are the only props that are allowed to be used. All signs must evoke a crowd response using words. No plush toys or animals nor wood signs can be used.
- h. There will be an admission charge for competition spectators. However, this will not apply to cheerleaders, and football players in SPYFL uniform/or team jersey. Coaches who present a Competition Badge will be admitted without charge.
- i. The SPYFL league will provide two (2) field spotters for each squad performance as an extra measure of protection for the squad.
- j. Once competition books have been submitted for certification, no replacement or substitution will be permitted. However, if there are discipline problems or injuries, a squad will be permitted to compete without the injured and/or disciplined squad member. Non participation form will be required according to deadline specified by Cheer Officer.
- k. All judges' scores and competition results are final.
- l. All coaches, volunteers, cheerleaders, and squad trainers are restricted from the judges' booth for any reason.
- m. Poor sportsmanship will not be tolerated. Squads that show unsportsmanlike conduct will be subject to *DISQUALIFICATION/or a 30 point Deduction* according to SPYFL Cheer Officer, Athletic Superintendent, Cheer Coordinator or designated person.
- n. All rules of the Competition Rules & Regulations will be followed.
- o. The competition will be judged no higher than a level 2 skill set.

Coaches

- a. Coaches are responsible for explaining procedures, guidelines, and sportsmanship to all participants and their parents/guardians. Any issues or concerns anyone may have at the competition should be addressed with the Park Cheer Coordinator and SPYFL Cheer Officer; **never** with the judges, scorekeepers, nor event representatives.
- b. The coaches, teams, and/or parents/guardians should have no contact with judges prior to, during or after the competition. The Park Cheer Coordinator or Coach should address any concerns or issues in writing to the SPYFL Cheer Officer.
- c. Coaches will follow the instructions for competition as provided by the SPYFL Cheer Officer.
- d. **All coaches, team members, and parents should always conduct themselves professionally.** Should an incident occur, all are subject to removal from the event. **Sportsmanship** is of utmost importance to the safety of our participants. Judges may determine if a sportsmanship violation has occurred and a deduction may be issued or a report filed by the SPYFL Cheer Officer.

Announcer

- a. Will review procedures prior to the beginning of the competition with the SPYFL Cheer Officer and Head Judge to review procedures prior to squad rotations beginning.
- b. Will follow the cues of the Head Judges.
- c. Will announce teams using the correct procedures as defined by the SPYFL Cheer Officer
- d. Will be aware that cues must be used because of the possibility of Delay of Meet deductions.
- e. Will be in constant visual contact with the Head Judge throughout the competition and routines in the event the routine should be stopped due to injury.
- f. Here is the script the announcer must use and when to announce.

When Announcer Script

<i>When</i>	<i>What to Announce</i>
<i>Prior to the beginning of competition and following a break.</i>	<i>The SPYFL and its member parks have made a commitment to promote good sportsmanship by student/athletes, coaches, and spectators at all SPYFL sanctioned events. Profanity, degrading remarks, and intimidating actions directed at officials or competitors will not be tolerated, and are grounds for removal from the event site. Spectators are not allowed to enter the competition area during warm-ups or while the competition is being conducted. Thank you for your cooperation in the promotion of good sportsmanship at today's event."</i>
<i>Taking the floor now is</i>	Squad Name will be announced correctly. (no individual squad members will be announced)
<i>On deck is</i>	Squad Name lined up next to perform
<i>The announcer will then receive a signal from the Head Judge when to advise the squad they may begin. The announcer must wait for a signal from the Head Judge.</i>	Squad Name "YOU MAY BEGIN"

Sound Technician Owner

- a. Is responsible for supervising the set-up and operation of the sound equipment.
- b. Is responsible for explaining to the coaches and the host how the music system works.
- c. Remind the coach or person playing the music that they are responsible for starting and stopping the music during the competition.
- d. Should allow the music person to practice placing the media source into the machine, starting the music\media source, and stopping the CD\music\media source.
- e. Assist the tournament host and the head judge in determining if there was an error by the sound system or if any issues are due to the music person making a mistake in playing the CD or applicable media source.

Competition Protocol\Guidelines

- a. All squads will be provided a one (1)-time walk-thru for cheerleader placement on the performance area, limited to one (1) minute only, which will not be judged by the judges.
- b. All squads' routine should consist of the following elements to maximize points during the performance.
 - Introduction
 - Cheer
 - Dance
- c. The time for all performances per squad is limited to three (3) minutes. There will be a deduction for time over the three (3) minutes. Each squad will perform 3-minute routine including jumps, dance, stunts, pyramids, creativity, transitions, and at least one (1) cheer. Strict compliance with all rules is required.
- d. The first motion, word, music tune will start the time for each squad performance. Timing begins on the first beat of music, voices in unison, or choreographed movement, after your team is announced on the floor.
- e. All music that will be used by the squad during their performance should be previewed and approved for content by the Park Cheer Coordinator.
- f. The music can be in segments throughout your routine or played at one time. You are required to bring two (2) audio (CD or applicable media as specified) copies of your music - the one you will use and a backup. A representative of your squad must start and stop your music.
- g. All music should be tested on the competition music system to ensure proper sound check. Music issues will be reviewed and decided upon by Cheerleading Judging Board, SPYFL Cheer Coordinator or designated person to determine if squad can re-perform their routine.
- h. All squads are required to perform within the box cheer area. Points will be deducted for any out of box violation.
- i. In the beginning of the routine squads will be allowed to setup poms and signs prior to starting performance.

- j. Ending of the routine timing will stop when your squad comes to a complete final stationary position or final beat of music. Failing to make the end of your routine clear may result in additional time being deducted.
- k. Each squad will move into the competition area when the announcer says, "you may take the floor". The squad must begin their routine once the announcer says, "you may begin". There will be NO introduction of names. At the end of the performance, the squad may show spirit as they exit the competition area. No tumbling into or out of the competition area. Tumbling is only permitted in the body of the routine.

Practice

- a. Competition practice can be increased two weeks prior to the SPYFL Cheerleading Competition; squads may practice an additional 6 hours per week. All mandatory practices must be acknowledged and signed off by all parents ensuring they understand the full requirements for participation.
- b. Tumbling practice are optional and may not be required for any cheerleading team.
- c. No team is allowed to practice without head coach supervision or designated adult supervision.
- d. The Head coach should advise parent of child's failure to attend scheduled practice would result in child's ability to perform at competition and ensure that the requirements are clear.
- e. All squads are required to practice in designated practice area within the competition facility as specified.

Uniforms

- a. Uniforms should be appropriate and follow GHSA Constitutions and By-Laws. All coaches should read and obtain the GHSA Constitution and By-laws concerning cheerleading beyond this guide.
- b. When in doubt, all coaches should check with the SPYFL Cheer Officer when selecting possible changes to the uniforms.
- c. The park assigned cheerleading uniforms should be selected and appropriate to both the sport and for the participants.
- d. No midribs showing or cut outs in the uniform.
- e. All teams must follow the guidelines concerning skirts, fully covering undergarments and bottom area.
- f. All teams must be wearing the appropriate league colors.
- g. No glitter or hard jewelry/stones/rhinestones of any kind can be appended to the uniform. No, add ons to the original uniform is allowed.

Health and Safety

- a. No jewelry of any kind can be worn during performance. Earring taping will not be allowed. Fingernails must be clipped, no nail polish.
- b. Absolutely NO Glitter/Shimmer or Gum is to be used by any participants while participating in the cheer competition.
- c. All self-administered medications must be on hand at all times, to administer by a parent or legal guardian as required.
- d. If a child requires an inhaler for an asthmatic condition, it must be on hand or present at all times during the performance. If not available, the child will not be allowed to participate.
- e. Cheerleaders must be in the company of their coaches, park representative or parent at all times during the performance. NO cheerleader is to go to the parking lot area without adult supervision.
- f. No cheerleader may compete with a hard cast on their body. Knee braces with hardware must be covered with a soft wrap.
- g. If a cheerleader is injured, the clock will stop at the time of injury and the squad will have a ten- minute delay. The routine and competition will resume after the delay.
- h. Only two (2) coaches of the squad performing will be allowed outside the marked area. The coach MUST wear the official league badge pass to be in the performing area with the squad. There will be no coaching allowed during the performance from the sidelines and/or stands. Crowd response is encouraged.
- i. All stunting should be performed at the level of the group to prevent injury.

Stunting Guidelines

- a. All full extension stunt groups are required to have two (2) bases, back spotter, front spotter and flyer
- b. Pyramids and partner stunts may be a part of the squad's routine, provided the following safety precautions are taken:
 - a. No pyramid or stunt formation is to be higher than two levels
 - i. No base should support more than 1 person
 - ii. No free roll-off or free flips off pyramids or stunt
 - iii. Bracing is required on all full extension stunts
 - iv. No knee drops
 - v. No collapsing pyramids or stunts (does not mean cradling)
 - vi. No toe pitches
 - vii. No single support split catch
 - viii. Spotters should be present throughout the mounting, result, and dismounting stages of pyramids. (Spotters should always be in position throughout with hands up and eyes on the top mount.)
 - b. Back dismounts into a cradle must be received by at least three (3) people (example: Fireman's catch)
 - c. Kick cradle are allowed, during dismount ensure that flier ride up and kick her leg straight up before she is cradled out.
 - d. Toe touch are allowed, during dismount flier has to complete toe touch before she is down for cradling.

- e. Twist out dismounts are allowed, there will be point reductions for incomplete twist and execution.
- f. Any squad that performs a stunt in violation of the rules set forth in the current National Federation Spirit Rules Book shall have points deducted at the discretion of the technical judges from the final average score.

Tosses

- a. The rules in this section only apply to tosses where someone is under a foot, e.g. basket tosses, elevator/sponge tosses, toe pitch tosses.

In all tosses:

- b. No more than two tosses are allowed.
- c. Must be caught in a cradle.
- d. The cradle must include at least three of the original tossers.
- e. One of the catchers must be at the head and shoulders.
- f. The toss may not be directed so that the bases must travel to catch the top person. (The bases can turn/rotate under the toss.)
- g. The top person may not hold any objects (poms, signs, etc.) during the toss.
- h. The top person cannot travel over or under another person.

Partner Stunts

- a. Partner stunts (free-standing or as part of a pyramid) higher than shoulder stand level must have a separate, continuous spotter for each person over shoulder stand level.
- b. The bases of any extended stunt must have both feet in direct weight-bearing contact with the performing surface.
Bases may not:
 - i. Hold any objects in a hand that is supporting the top person.
 - ii. Assume a backbend, handstand or headstand position.
 - iii. A spotter is required for single base shoulder level stunts in which the feet of the top person are in the hand(s) of the base. (This spotter may assist under the sole of the foot.)
- c. In stunts requiring a spotter, a spotter:
 - i. Cannot provide primary support for a top person. Primary support means the majority of the top person's weight.
 - ii. Must be in a position to protect the top person's head, neck and shoulders when coming off a stunt, pyramid, or landing in a cradle.
 - iii. Spotters must have their attention focused on the top person. Momentarily looking away in order to assess environmental safety factors (poms, signs, another stunt, etc.) is allowed as long as their focus returns to the top person.
 - iv. May not have their hands behind their back.
 - v. May not support under the heel or sole of the top person's foot in a single based extended stunt. They may hold at the ankle of the top person and/or the wrist of the base or any combination thereof.

- vi. May not hold any objects in their hands.
- d. In all Quick Tosses and Partner Tosses the following rules apply:
 - i. No one can apply force under the foot. If force is applied under the foot and there is a release, the rules in the "Tosses" section apply.
 - ii. If landing on the ground, a catcher must control the top person back to the ground and the top person must land with at least one foot on the ground.
 - iii. If landing in a cradle, one additional catcher is required.
 - iv. The top person cannot travel over or under another person.
 - v. The top person cannot be caught in a single base horizontal position.
 - vi. The total number of twists in a dismount from a stunt cannot be greater than 1 1/4 rotations.
- e. Partner stunts and pyramids may not pass over, under or through other partner stunts or pyramids.
- f. Cradle dismounts from partner stunts shoulder height or above to the original base(s) require an additional spotter in position to protect the head, neck and shoulders of the top person.
- g. In all dismounts to catchers who are not the original bases, the following conditions must be met:
 - i. The top person must be cradled by two catchers and a head-and-shoulders spotter/catcher. The new catchers must remain close to the original bases.
- h. Non-braced suspended splits in a transition are allowed provided all of the following conditions are met:
 - i. The top person must have both hands in continuous contact with a post or with both bases' hands or, When transitioning to the split without continuous hand-to-hand contact:
 - ii. There are a total of four bases that support the top person.
 - iii. At least three of the bases must support under the legs of the top person. The fourth base may support under the legs or make contact with the hands of the top person.
 - iv. The top person must have both hands in contact with bases during the split portion of the transition.
- i. Helicopters are allowed provided all of the following conditions are met:
 - i. The top person makes no more than a 180-degree rotation (half-turn).
 - ii. Four bases must be in position during the entire release.
 - iii. There must be a base at the head/shoulder area during the initiation of the toss as well as the catch.
 - iv. The bases are not allowed to change positions during the release.
 - v. The top person must begin and end in a face up position.
 - vi. The top person cannot perform a twisting skill.

TUMBLING & JUMPS

- a. Tumbling maneuvers permitted are the following:
 - i. Cartwheels
 - ii. Round Off
 - iii. Front rollover
 - iv. Forward and back walkover
 - v. Mastered Back hand spring
- b. All mastered jumps are permitted and allowed based at the coach's guidance and approval.
- c. Dive rolls are allowed, but should be practiced and mastered to prevent injury.

- d. Flips greater than one rotation are allowed.
- e. Tumbling or rebounding over or under a stunt, person or prop is illegal.
- f. A flip that lands in a partner stunt or cradle is allowed.

Violations & Deduction Categories:

Point Deductions: A penalty will be deducted from your final score for each rule infraction. The amount of the penalty depends on the severity of the infraction.

Inappropriate Choreography/Music

Teams will be deducted the full range of points for Choreography/Music for any vulgar or offensive movements, words or music. Routines must be appropriate for viewing and listening by the general public. Any portion of choreography/music deemed inappropriate (profanity, explicit words or remarks, distasteful language not appropriate for family setting) will be assessed a deduction of 5 points.

Uniform Distractions

The Head Judge reserves the right to stop a routine due to a uniform distraction (Example: garment not being securely fastened/attached, straps break, no briefs, etc). Each performer is required to take the necessary steps to avoid inappropriate exposure (leave performance floor or adjust uniform, which will result in a deduction of a Major Mistake and/or Safety Guideline infraction assessable up to a 5-point deduction depending on the amount of distraction. If a judge stops the routine, the penalty will be 5-point deduction. Thus, executing a "clean" routine is very important. Deductions/penalties are assessed at the sole discretion of the judges based. All judges' decisions are final.

NOTE: A cheerleader's uniform represents his/her image, thus will include: his/her shoes, socks, head accessories, etc. Points will be deducted for team without uniform image.

Stunt Deduction

a. Obvious Bobbles/Mistakes

Obvious errors during technical skills (Examples: hand(s) down on tumbling (weight bearing): obvious missed skills: shaky stunts/pyramids, incomplete cradles; memory mistakes involving obvious execution of incorrect moves; etc.) will result in 1 point deduction for each mistake.

b. Major Mistakes

Major errors during technical skills (examples: falls from individual stunts; falls during tumbling skills; actual falls to floor during dance skills or transitions) will result in a 2 point deduction for each mistake.

c. Major Falls

Major falls during technical skills or other mistakes (examples: multiple falls in a single sequence/series by a single couple; pyramids that fall or that are severely missed) during the performance will result in a 5-point deduction for each mistake.

Boundary Violations

All skills must originate and be completed within the competition boundary. No lineups, skills or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside of the competition boundary, they must return immediately. No scoring will take place outside of the competition boundary. Props may be touching out of bounds without penalty. Safely tossing props off the performance

floor is acceptable. EACH violation of the above restrictions participant out of bound will result in a 1-point deduction per occurrence.

Time Limit Violations

Time limit violations are as follows:

- a. 1-5 seconds overtime will result in two (2) point deduction
- b. 6-10 seconds overtime will result in four (4) point deduction
- c. 11 or more seconds overtime will result in six (6) point deduction

Safety Violations

A 5-point deduction per occurrence will be given for each safety/general competition guideline violation (example: a penalty will be assessed for jewelry). Safety Violations are in effect until the team leaves the performance floor. Please read and full understand the rules and regulations on safety to ensure your team does not have any safety violations. The SPYFL Cheer Officer reserves the right to make decisions on any violations not covered in this book and interpretation of rules covered.

Division Violations

Participants may not compete in more than one team/division within the competition; both squads will be disqualified from the competition for this violation. Any squad where the number of participants exceed the certification book will be disqualified. Squad may be disqualified from the competition for any certification issues.

Props:

Pom-poms, megaphones and signs are the only acceptable props. Any squad using props other than pom-poms, megaphones and signs shall have 2 points deducted from the final average score.

Conclusion

The statements of league rules are meant to provide framework and guidance for the administration of the Southern Premier Youth Football League. These rules will be regularly reviewed and amended as required, communication will be provided on any amendments or updates.



Southern Premier Football Youth League

Sharon Jones – Cheer Officer

Affidavit of Removal from Competition Participation

Name		Team:
Coach's Signature		
Park Cheer Coordinator Signature		
Infraction	Rule Violated	Date of Violation
1 st		
2 nd		
3 rd		
4 th		
Parent's Signature		

Infractions

- **Non-attendance of 25%** of documented scheduled practices from Specify dates of practice for competition
- **Non-attendance of ANY** practices from specify the dates
- Repeated and documented **non-compliant behavior** during practice
- Behavior of **parents/relatives that interferes with practice time** or the progress of the other members of the squad
- Any additional **actions that inhibit a fair and appropriate opportunity** for the all members of the squad to successfully participate in the competition

The parent/relative of the above referenced athlete has been notified of the removal from participating in the Annual SPYFL cheer competition.

The athlete will still be allowed to dress out and sit with the team during the performance. The athlete will not be allowed to enter the competition floor during the performance.

This letter serves as official notification to the SPYFL Board Members, SPYFL Spirit Team, and Representative Park Program Officers\Coach

SPYFL CHEER COMPETITION SCORE SHEET

DIVISION: _____ TEAM NAME: _____

CATEGORY	PTS		SCORE	COMMENTS
STUNTS <i>Below Prep Level, 1-5 pts, Prep Level 6-9 pts Extended stunts up to 10 pts</i>	10	Difficulty/Execution <i>balance, transition, tosses transition & synchronization</i>		
	10	Execution <i>Solid Flyer, Strong Technique, great dismount</i>		
PYRAMIDS <i>Below Prep Level, 1-5 pts, Prep Level 6-9 pts Extended stunts up to 10 pts</i>	10	Difficulty/Execution <i>Showing body position, transition, dismounts and great execution by majority of the team</i>		
CHEER\MOTIONS\CHOREOGRAPHY\	15	Sharp Motion, Execution, Variety (<i>Difficulty, voices loudness, facial expression, Body Control, music</i>) Routine content, flow, creativity, and floor usage		
DANCE	10	Creativity/Variety <i>(Motions, good footwork, creative transition, strong formation, synchronization, timing, control and rhythm)</i>		
TUMBLING <i>All skills should be done by entire or majority of the team (in order to maximize points).</i>	10	Execution and Skills Basic –forward\backward rolls, cartwheel, round offs up to 5 pts Intermediate – Front walkovers, back walkovers, standing backhand spring up to 8 pts Advanced –round off back handspring, multiple back handsprings, tucks up to 10 pts.		
RUNNING TUMBLING	5	0-2 rollover, 3-4 Cartwheel\roundoff 5-6 Frontwalker\backwalker 7-10 backhand spring, tuck (<i>will be weighed based on execution</i>)		
JUMPS	10	Difficult/Variety/ Sequence/with Tumbling 1-5 Beginner skills (single jump) 6-8 Intermediate skills (double jumps) 7-10 Advanced skills (Multiple and variety jumps)		
JUMPS	5	Jump Execution High level of perfection (<i>technique, landing, strong height, good lines/form</i>)-1-2 Sometimes, 3-5 constantly		
CROWD APPEAL/VOICES	5	Strong Voices <i>Relative to Total Number of Girls, Genuine Spirit, Strong Energy Level In Entire Routine, Appropriate Words</i>		
OVERALL EXECUTION & SHOWMANSHIP	10	<i>Positive Sportsmanship, facial expression, energy level, showmanship, and impression</i>		
TOTAL				