

PEN	ALT	IES: 0.5 point (1/2) Deductions Per Occurrence					
0.5		5 - Stepping on signs/poms; throwing sign/prop of solid material, hard edges, or sharp corners					
0.5		4, 5, & 6 - Spotter momentarily provides primary support; improper location or body position; not visually focused; under					
		foot/torso; hold objects; hands behind back.					
0.5		1 - Top Person - Shoulders drop momentarily below waist.					
	ERA	L/SPORTSMANSHIP/APPAREL/ACCESSORIES PENALTIES: Any violation will result in a 1.5 (1.5) point deduction per					
		n on the technical score sheet. (page 1-11)					
1		7 & 11 - Participants must not: chew gum or have candy in their mouths; use artificial noisemakers; use megaphones					
		inappropriately (should not strike the floor).					
1		1 & 2 - Unsporting act (includes leaving their assigned position as defined in the competition rules).					
1		1 - Jewelry is prohibited except: a religious medal without a chain taped and worn under the uniform; or a medical-alert medal					
		taped (may be visible).					
1		2 & 3 - Fingernails, including artificial, must be kept short and near the end of fingers. Hair devices must be secure. Hair should					
		be off the shoulders and not impair vision.					
1		4 & 6 - Apparel and accessories must be appropriate for the activity. Cheerleaders must wear athletic shoes. When standing at					
		attention, apparel must cover the midriff .					
1		7 - Glitter that does not readily adhere on the hair, face, uniform, or body is illegal. Glitter on signs/props must be laminated.					
1		8 - Supports, braces, soft casts, etc. that have been altered. Participant wearing a plaster cast/walking boot involved in partner					
		stunts, pyramids, or tosses.					
1		9 & 10 - Logo/Trademark, American Flag, Memorial Patch that exceed specified dimensions.					
	3 –	Cheerleading Risk Management – Section 2 – Stunting Personnel (page 16-18)					
3.5		5 - A mascot/participant in full head and body costume that is involved in a stunt or tumbling except forward roll or cartwheel.					
3.5		1 & 2 - Bases in back-bend or handstand; holding objects in supporting hands; extended stunts must have both feet on performing					
		surface.					
3.5		3 - Bracers providing primary support.					
3.5		7 & 8 - Missing Spotter for extended stunts; single-based prep-level stunt in which the foot/feet of top person are in the hands of					
		the base					
	3 –	Cheerleading Risk Management – Section 3 – Inversions (page 18-22)					
3.5		2, 6a, & 7 - Inverted Top Person holding objects in his/her hands except during transition from performing surface to non-inverted					
		stunt; begins, ends, pauses or stops in a static extended position; on the performing surface released to loading position above					
0.5		prep level.					
3.5		3abcd - Suspended rolls - D oes not have 2 people on performing surface controlling with continuous hand-to-hand/arm contact,					
		2-person cradle, loading position or performing surface; single base/post without continuous hands-to-hands contact,2-person					
		cradle, loading position or performing surface, or roll to floor without spotter. If caught by new catchers, they must be in place & not involved in another skill when the roll is initiated; feet/ankles are not					
		released.					
3.5		4a - Inversions that release must follow Rule 3.5.5.					
3.5		4b - Braced inversion that does not release must follow Rule 3-4.					
3.5		5abcde - Braced flips in pyramids without continuous hand-to-hand/arm contact w/2 bracers in multi-base prep, each arm not					
0.0		connected to separate person, or top behind bracers; # bases/spotters; bases move except for safety; not caught by original bases;					
		more than 1 ¹ ⁄ ₄ flipping rotations; more than ¹ ⁄ ₂ twist; ends in inverted position					
3.5		6bc123f-Static inversion at prep level without 2 bases or base & spotter. Release allowed to non-inverted if lands at or below					
		prep level; no more than 1/2 twist; spotter.					
3.5		6d12 - Inversion begins/remains below prep level without one base/spotter to protect head/neck; base/spotter does not maintain					
		sufficient contact with upper body to stabilize until no longer inverted or hands are on performing surface (Exception: inverted top					
		person may be released to a load below prep level).					
3.5		6e123 - Inversion begins/passes through prep level without 2 people on performing surface in position to protect head/neck;					
		bases/spotters does not maintain contact sufficient to stabilize until no longer inverted or hands on the performing surface.					
		(Exception: fold over stunts). Top goes directly to inverted position on performing surface.					
3.5		6g- Inversion dismounts to a cradle or upright position on the performing surface - top does not begins in a static or "pump-					
		n-go" position (i.e. handstand); more than 1/4 turn. (Dismounts to the performing surface from prep level or above must follow rule					
		3.7.2 (page 28).					

REGION	Small	Medium	Large
TEAM:	Super Large	Coed A	Coed B



KHSAA TECHNICAL JUDGING SHEET - Sheet 2 of 2

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	3 –	Cheerleading Risk Management – Section 4 – Non-Release Stunts (page 22-24)				
-3.5		2 - Move over/under a stunt - except when helping build, stabilize or dismount that stunt or pyramid.				
-3.5		3 - Bracers in extended static stunts bracing each other without hand/arm to hand/arm connection. Cannot brace release transitions (Situation 3-4-3B page 24).				
-3.5		4 - Top person from vertical to horizontal or cradle – loses correct contact; extended position without correct # of catchers; # and position of catchers.				
-3.5		5 - Hanging Pyramid – Top loses contact w/stationary base/spotter; suspended top higher than shoulder stand; rotates on dismount.				
-3.5		6 &10 - Single-Base – Split catch/straddle catch prep level or above. Primary support for 2 extended top persons (except double cupies/awesome); # of catchers				
-3.5		7 - Missing Spotter during roll down from a side T-lift.				
-3.5		8 & 9 - Non-release transition to new bases or back to original bases or by a post to original bases or non-release braced inversion - (illegally performed).				
-3.5		12 & 13 - Flip from performing surface to partner stunt or cradle. Jump unassisted unto the back of base in horizontal position.				
	3 –	Cheerleading Risk Management – Section 5 – Release Stunts/Tosses (page 25-26)				
-3.5	·	2, 3, & 4 - Release Stunts & Tosses not directed vertically; not caught by original bases/location; land inverted; pass over/under;				
0.0		more than 1 ¹ / ₄ twist; more than 4 tossers including the 1 behind; not cradled by original bases/spotter; top holding prop. (Exception to 3.5.2 & 3.5.3 : switch liberty)				
-3.5		5 - Release transitions - # bracers, # spotters; loss of contact w/bracer; more than 1/4 turn around bracer; bracer above prep level				
		(3.4.3 sit B); bracer provides primary support; skills before/after not legal; not continuous movement; top person not vertical over the bases; not caught by original bases (exceptions:2.5.5b.12).				
0.5		Tick-tock – non-braced tick tock must not originate above shoulder level (3.5.5 sit. D).				
-3.5 -3.5		6 - Helicopter - Greater than 180 rotation; top twists or faces down; # of bases; no head/neck/shoulder spot.				
-3.5		7 - Log Roll - More than 1 complete rotation; top in contact with another released top person; incorrect single base rotation or				
Pulo	2	ending position; Chaorlanding Diak Management Section 6 Suprended Sturts (nega 26-28)				
	3 –	Cheerleading Risk Management – Section 6 – Suspended Stunts (page 26-28)				
-3.5		1 & 2 - Suspended splits non-braced not below prep level, # bases, hand contact; prep level or above with incorrect bases, hand contact, or support under the legs				
-3.5		3 & 4 - Suspended splits braced - # bases; both hands not in contact w/bracer(s); # spotters. If released, then 3.5.5 (page 25) must be met.				
-3.5		5 & 6 - Swinging stunt - Downward movement above prep level; face down. Suspended stunt- face down between bases with				
	~	torso suspended below the arms and legs.				
	3 –	Cheerleading Risk Management – Section 7 – Dismounts (page 28-30)				
-3.5		1, 2, 3, &11 - Dismount - Bases/catcher move more than ¼ turn other than for safety; unassisted landing from prep level or above; no assistance from two bases or a base and a spotter when skill is performed; more than 1¼ twist to the performing surface; Tension Drops.				
-3.5		4, 5, 6, 7, & 8 - Dismount to cradle - No visual contact; top person w/sign or prop made of solid material, corners, or sharp edges; # of catchers or spotters; skill performed into cradle to separate catchers or following release; twist to cradle with more than 1 ¹ / ₄ rotations.				
-3.5		9 - Dismount to catchers: # catchers; not close to bases; not in place; involved in skill when release initiates; head/shoulder spotter/catcher; skill after release.				
-3.5		10 - Dismount with bracer(s)- # of bases or spotters; loss of contact; not up-down movement; not over original bases; released to new catchers.				
Rule	3 –	Cheerleading Risk Management – Section 8 – Tumbling (page 30-31)				
-3.5		1, 2, 3, 5, & 7 - Tumbling or rebounding- over or under a stunt, person, or prop except non-aerial tumbling over person or prop on the performing surface; while holding props except for a forward or backward roll or one-hand cartwheel; twist or flip with more than 1 rotation; jumping to kip-up or rubber band; Dive forward roll.				
25						
-3.5 Pullo	2	4 – Flip that lands in a partner stunt or cradle.				
	3-	Cheerleading Risk Management – Section 9 – Drops (page 31)				
-3.5		1, 2, 3, & 4- Drops- directly to thighs, splits, knees, seat; push-up position; from a stand to stomach or back; from handspring or flip.				
	UA	LIFICATION: Any of the below listed infractions will result in disqualification.				
DQ		More cheerleaders than allowed per category or in an inappropriate category as defined by KHSAA competition rules				
DQ		1 - Height Limitation on Stunts and Pyramids - more than 2 levels high.				
DQ		6 - Mini-trampoline or other height increasing apparatus				
DQ		KHSAA allows only signs, flags, megaphones, and poms as props.				
DQ		1, 8 & 9 - Toe/leg pitch to a jump or tumbling skill; Swan Dives				
	NG 8	& TOTALS				
-3.5		Music Time:#1#2Routine Time:#1#2				
		←TOTAL DEDUCTIONS TO BE DEDUCTED FROM ROUTINE COMBINED SCORE				

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