



# INCREDIBLY COOL EVENTS

## ICE EXTRAVAGANZA CHEER & DANCE

Team Name	Routine	Division	No. on Team	Panel

### DIFFICULTY OF ROUTINE 5 Points

The difficulty of the routine, with no reflection on execution. Effective incorporation of challenging elements, examples include overall level, pace and intricacy of movement such as footwork, direction changes, partner work and lifts.

DIFFICULTY OF ROUTINE	SCORE	NOTES:
Low 3.0-3.5		*Majority 51% Most 75% FULL 100% (of the Team)
Mid 3.5-4.5		
High 4.5-5.0		

TOTAL SCORE:  
(5 points)

### DIFFICULTY OF TECHNICAL SKILLS 5 Points

The difficulty and variety of technical skills throughout routine.

DIFFICULTY OF TECHNICAL SKILLS	SCORE	NOTES:
Low 3.0-3.5		*Majority 51% Most 75% FULL 100% (of the Team) **variety means 2 or more
Mid 3.5-4.5		
High 4.5-5.0		

TOTAL SCORE:  
(5 points)

### OVERALL IMPRESSION 5 Points

APPEAL / APPROPRIATENESS. Appropriateness of the music, costume and choreography. Did the performance leave a memorable and lasting impression?

OVERALL IMPRESSION (5)	SCORE	NOTES:
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		

TOTAL SCORE:  
(5 points)

### SKILLS DIFFICULTY GUIDANCE GRID

SKILLS	LOW	MID	HIGH / ELITE
<b>URNS</b>	Single Pirouette en dehors Tour en L'air Pirouette sur le cou-de-pied Turns with Chase 1-2 Chenne Turns Pose Turn	Double Pirouette en dehors 1-3 Fouette Turns 3+ Chenne Turns	Triple Pirouette en dehors Pirouette into outside illusion 4+ fouettes Turns changing spots Leg Holding turns Double tour en lair
<b>LEAPS / JUMPS</b>	Grande Jete Developpe Tilt Jump/Leap Straddle Jump	Leap in Second Calypso Axel Turn Firebird Jete Turning C jump Turning tilt jump	Switch split leap Switch firebird leap Turning open second leap Turning Discs Turning tilt jump (reverse)
<b>KICKS</b>	Straight kicks – Front and Back Tilt Kick Fan Kick	Combination Kicks	
<b>OTHER</b>	Chase Kick ball change Pas de bouree Arabesque	Walkover Illusion Leg Hold Shoulder roll Ponche Splits Delevee below 90*	Aerial Cartwheel Free Walkover Developpe above 90* Ponche into forward roll Layout



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EXECUTION OF TECHNICAL ELEMENTS (15 points)		
<i>Demonstration of proper execution of elements such as but not limited to, leaps turns, lifts, etc.</i>		
EXECUTION OF TECHNICAL ELEMENTS (15)	SCORE	
Below 8.0 – 9.0		
Low 9.0 – 11.0		
Mid 11.0 – 13.0		
High 13.0 – 15.0		TOTAL SCORE: (15 points)
STRENGTH / QUALITY OF MOVEMENT (15 points)		
<i>The individual dancer's strength, clear clean form, intensity and quality of movement throughout routine.</i>		
STRENGTH / QUALITY OF MOVEMENT (15)	SCORE	
Below 8.0 – 9.0		
Low 9.0 – 11.0		
Mid 11.0 – 13.0		
High 13.0 – 15.0		TOTAL SCORE: (15 points)

PLACEMENT / ALIGNMENT / EXTENSION (10 points)		
<i>The performers correct posturing, control, body placement. The individual dancer's ability to exhibit the presented style effectively &amp; continually throughout routine.</i>		
OVERALL (10)	SCORE	
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10		TOTAL SCORE: (10 points)

**COMMENTS:**

OVERALL IMPRESSION 5 Points		
<i>APPEAL / APPROPRIATENESS. Appropriateness of the music, costume and choreography. Did the performance leave a memorable and lasting impression?</i>		
OVERALL IMPRESSION (5)	SCORE	
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		TOTAL SCORE: (5 points)



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COMPOSITION OF ROUTINE (15 points)		
<i>How complementary the movement is to specific lyrics or rhythmic values in the music. The artistic interpretation of them, story or unique, original concepts. How the piece is designed in space and use of stage. The inclusion of skills, individual and small group work supports the flow and enhances the team dynamic. Piece displays balanced use of all dancers and appropriate utilization of the team's ability level.</i>		
COMPOSITION OF ROUTINE (15)	SCORE	TOTAL SCORE: (15 points)
Low 9.0 - 11.0		
Mid 11.0 - 13.0		
High 13.0 - 15.0		
SPACING (10 points)		
<i>The ability of the performers to gauge and position themselves correct distances between each other in and throughout all formations and transitions.</i>		
ROUTINE STAGING / SPACING (10)	SCORE	TOTAL SCORE: (10 points)
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		
ROUTINE STAGING / VISUAL EFFECTS (10 points)		
<i>How the dancers are staged on the floor. The seamless incorporation of unique and challenging formations and transitions and their placement on the stage. Visual effects developed through the use of creative floor work, group/partner work, level changes, opposition, etc.</i>		
ROUTINE STAGING/VISUAL EFFECTS (10)	SCORE	TOTAL SCORE: (10 points)
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		

GROUP EXECUTION 10 Points		
<i>INTERPRETATION / SYNCHRONIZATION. How well does the team dance together as a group, rather than execution of technique. The ability of the team to maintain accuracy, clarity and control along with commitment to the style and interpretation of movement as a group.</i>		
GROUP EXECUTION (10)	SCORE	TOTAL SCORE: (10 points)
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		
GROUP COMMUNICATION 5 Points		
<i>The genuine use of projection, confidence, expression and emotion to convey and maintain mood and emotion of intended style/story/concept.</i>		
GROUP COMMUNICATION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
OVERALL IMPRESSION 5 Points		
<i>APPEAL / APPROPRIATENESS. Appropriateness of the music, costume and choreography. Did the performance leave a memorable and lasting impression?</i>		
OVERALL IMPRESSION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
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### DEDUCTION SUMMARY

ROUTINE INFRACTIONS	USASF SAFETY VIOLATION	TOTAL

#### ROUTINE / BOUNDARY / TIME INFRACTIONS

TYPE CODE	LS	M	RS	SUB TOTAL	TOTAL
AF				AF x 0.25	
BF				BF x 0.75	
MBF				MBF x 1.25	
MD				MD x 1.75	
BV				BV x 0.25	
TV				TV x 0.25	
TOTAL					

\*The competition boundary is defined as the performance surface. A deduction will be issued if both athletes' feet go outside the competition boundary.

#### TIMING VIOLATIONS

\*Time deductions – Routines should be no longer than 2.30 (Stunt Routines 1.15), routines timed at 2.31-2.35 will be issued a warning, routines timed at 2.35-2.45 will be given a deduction of 0.25. Routines exceeding 2.45 will be deducted 0.25 for every second over 2.45.

### IASF SAFETY VIOLATIONS

TYPE CODE	VALUE	SUB TOTAL	TOTAL
Tumbling skills performed out of level and General Safety Guidelines	0.50		
Building Skills performed OUT OF LEVEL	1.0		
Image policy – Inappropriate choreography, uniform and/or music	0.25		
UNSPORTMANLIKE CONDUCT	1.0		
TOTAL			

### DEDUCTION SUMMARY

IASF RULE SAFETY VIOLATIONS
Notes: