

Crowd Appeal (10)		DANCE		
		Creativity (5)	Execution (5)	
1.0 – 4.0	Material not a crowd participation cheer	1.0 – 2.0	No transitions	Slow pace
	Low energy		Simple moves	Not Sharp
4.0 - 6.0	Basic execution of motions used to lead the crowd	2.0 – 3.0	Little to no level changes or footwork	Multiple timing issues
	Material a little hard to understand and follow		Average transitions	Average pace with minimum 'and' counts
6.0 - 8.0	Average energy	3.0 – 4.0	Moderate variety of moves	Average placement
	Average execution of Motions and/or poms used to lead the crowd		Some level changes and some footwork	Some timing issues
8.0 – 10.0	Material easy to understand and follow	4.0 – 5.0	Good transitions	Good pace with reasonable 'and' counts
	Fun, good energy		Good variety of moves	Good placement
8.0 – 10.0	Good use of motions, poms ,signs, and/or megaphones used to lead the crowd	4.0 – 5.0	Good level changes and good footwork	Good timing
	Effective material used to encourage crowd participation		Seamless transitions	Fast pace with several 'and' counts
8.0 – 10.0	Positive and exciting to watch	4.0 – 5.0	Excellent variety of moves	Excellent placement
	Excellent use of motions, poms, signs, and/or megaphones used to lead the crowd		Excellent level changes to enhance the visual effect with excellent footwork	Excellent timing

Judges discretion on the following categories:

Formations and Transition – Flow of routine, spacing, and use of the floor. **10 pts**

Performance and Sportsmanship – A clean, solid routine, appropriate for age level. **10 pts**

Choreography – Creativity, overall appeal, music incorporation. **10 pts**

Point Range	Level
1 - 4	Poor
5 - 7	Average
8 - 10	Excellent

Partner Stunts		Pyramids	
Difficulty/Variety (5)	Execution (5)	Difficulty/Variety (5)	Execution (5)
1.0 – 2.0 2 legged stunts at prep level or lower 1 legged thigh stand variations Walk off dismount or dismount with straight cradle	Poor flexibility Little to no flyer body control Unsteady bases	Pyramid at or below prep level involving 2 legged stunts	Poor flexibility Little to no flyer body control Unsteady bases
2.0 - 3.0 2 legged extended stunts 1 legged prep level stunts Dismounts at prep or lower involving 1 rotation Dismounts from extended 2 legged with straight cradle	Flyer has average flexibility and average body control Some timing issues	Pyramids at or above prep level involving 1 legged stunts	Flyer has average flexibility and average body control Some timing issues
3.0 - 4.0 Single base prep level stunt Unique load ins at half or ext Extended liberty variations- 1 skill Tosses with a straight ride Dismounts from ext lib straight cradle	Flyer has good flexibility and good body control Good synchronization	Extended pyramids involving 1 transition Transitional pyramids	Flyer has good flexibility and good body control Good synchronization
4.0 – 5.0 Extended liberty variations- 2 or more skills Single base extended stunt Helicopters, tick- tocks, switch ups, etc Tosses with a skill (kick, twist, ball, pike) Dismounts involving 2 rotations Dismounts from extended lib variations involving 1 or more rotations	Flyer has above average flexibility and control Solid basing Excellent synchronization	Extended pyramids involving more than 1 transitions and a braced release move Unique transitions, load ins, dismounts	Flyer has above average flexibility and control Solid basing Excellent synchronization

Liberty variations include but not limited to; arabesque, scorpion, scale, heel stretch, bow and arrow

Pyramid must be connected in order for it to count

Maximum participation required for maximum points:

- 9 or less cheerleaders - 1 or 2 stunt groups
- 10 – 11 cheerleaders – 2 stunt groups
- 12 – 14 cheerleaders – 2 or 3 stunt groups
- 15 cheerleaders – 3 stunt groups
- 16 – 19 cheerleaders – 3 or 4 stunt groups
- 20 – 25 cheerleaders – 4 or 5 stunt groups
- 26 - 30 cheerleaders – 5 or 6 stunt groups
- 31 – 36 cheerleaders – 6 or 7 stunt groups

TUMBLING*		JUMPS	
Difficulty/Variety (5)	Execution (5)	Difficulty/Variety (5)	Execution (5)
1.0 – 2.0 Beginner: Forward/backward roll Cartwheels Performed by entire team	Poor technique Poor height Not completing skill Landing on face/knees	Any single basic or advanced jump performed by the entire team	Toes flexed Synchronization needs work Chest down on jump
2.0 - 3.0 Intermediate: Round off Front/back walkovers Performed by majority of the team (half +1) Or Advanced skill performed by 1 - 4 athletes	Average technique Average height bent arms/legs landing issues timing issues	2 or more non connected basic or advanced jumps performed by the entire team	Jumps performed below level Majority of toes flexed Chest down on landing and jump
3.0 - 4.0 Advanced: Front/back handspring Performed by half the team or elite skill performed by 1 – 4 athletes	Good technique Good height Good landing Good timing	3 or more jumps, 2 must be connected Performed by the entire team (variety will increase your score)	Jumps performed at level or better Majority of toes pointed Good landing with feet together
4.0 – 5.0 Elite: Back handspring to tuck Back handspring to layout Back handspring to full performed by majority of the team (half +1) or elite skill performed by 5 or more athletes	Excellent technique Excellent height Excellent landing Excellent timing	3 connected advanced jumps performed by the entire team (variety will increase your score) Jump connected with a tumbling skill (back handspring/tuck) performed by part of the team	Hyper- extended Excellent landing with feet together and chest upright Great synchronization

*running and standing tumbling

Basic Jumps:	Advanced Jumps:
Tuck Spread Eagle Right/Left Side Hurdler	Toe Touch Right/Left/Front Hurdler Pike Double 9

	Motion Technique (5)	Voice/Pace (5)
1.0 – 2.0	Beginner motions Poor technique – example: bent wrist Minimal variety	Not loud enough to understand what is being said Pace too slow or too fast
2.0 – 3.0	Beginner to average motions with average technique – some examples bent wrists, placements off Average variety	Average volume Hard to understand what is said Pace too fast/slow
3.0 – 4.0	Good use of motions Good technique Good variety	Good volume Can understand some of what is said Average Pace throughout cheer
4.0 – 5.0	Excellent use of motions Excellent technique –proper placement, sharp and tight Excellent variety with level changes	Very Loud Easy to understand and follow Perfect pace though out cheer

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