PARTNER STUNTS

TEAM		DIVISION	JUDGE
CHEERL EADING FUNDAMENTALS		JUDGING CRIT ERIA	SCORE
PARTNER STUNTS	10 points	 Advanced/elite partner stunts/combinations (extended liberty variations with specialty dismounts including full downs) performed by majority of team/ number of bases with a high level of execution, difficulty and perfection Intermediate/advanced partner stunts (extensions, extended liberties and full downs from non extended stunts) performed by majority of team with high level of perfection or elite stunts executed with sub standard technique and fewer than majority of team Beginning/intermediate partner stunts (extension preps, shoulder stands, thigh stands performed by majority of team or intermediate stunts performed with sub standard technique and fewer than majority of team 	
		* In order to receive the highest score for a skill, the most difficult skills allowed by guidelines must be executed by MOS	T of the team /# of stunt groups.
ROUTINE EXECUTION/PE	RESENTATIO	N .	
SHOWMANSHIP/ PROJECTION & EXPRESSION	5 points	 5 - 4 High energy/Strong voices/Shows confidence 3 - 2 Good energy/voices/confidence 1 - 0 Average energy/voices/lacks confidence and poise 	
FORMATIONS/SPACING/ TRANSITIONS/FLOW OF ROUTINE/USE OF FLOOR	10 points	 10 - 8 Clean transitions/Smooth flow/Strong formations/use complete floor, excellent spacing 7 - 5 Good transitions and flow/Good formations/spacing/use of floor 4 - 0 Average transitions and flow (choppy)/Average formations/spacing/use of floor 	
PRECISIO N/TIMING	10 points	 10 - 8 Excellent timing & precision 7 - 5 Good timing & precision 4 - 0 Average timing & precision 	
CHOREOGRAPHY/ CREATIVITY	5 points	 5 - 4 Very creative/unique variety of skills/great incorporation 3 - 2 Good creativity/good variety of skills/good incorporation 1 - 0 Average creativity/average variety of skills/average incorporation 	
OVERALL PERFORMANCE & PERFECTION	10 points	 10 - 8 High degree of difficulty, solid routine, great impact/variety/clean routine 7 - 5 Good difficulty/impact/variety/cleanliness 4 - 0 Average difficulty/impact/variety/cleanliness/needs polish 	
		TOTAL	50

PYRAMIDS/BASKET TOSSES

TEAM			DIVISION	JUDGE
CHEERL EADING FUNDAMENTALS			JUDGING CRITERIA	SCORE
PYRAMIDS & BASKET TOSSES	10 points	10 – 8 7 – 5 4 – 0	Demonstrates combination of connecting skills and excellent synchronization performed by majority of the team/number of bases & advanced/elite basket tosses with multiple skills (twisting toss with 2 or more skills), excellent height and very strong form performed by the majority of the team/number of stunt groups Demonstrates combination of connecting skills and good synchronization performed by the majority of the team/number of bases & intermediate basket tosses, with at least 2 skills (i.e. kick single/ball out), good height and form performed by the majority of the team/number of bases or elite tosses performed with sub standard technique or perfection Demonstrates combination of connecting skills and average synchronization performed by less than majority of the team & novice basket tosses (single skill), or interm tosses performed with sub standard technique or perfection	1
ROUTINE EXECUTION/PE	RESENTATIO	N		
SHOWMANSHIP/ PROJECTION & EXPRESSION	5 points	5 – 4 3 – 2 1 – 0	High energy/Strong voices/Shows confidence Good energy/voices/confidence Average energy/voices/lacks confidence and poise	
FORMATIONS/SPACING/ TRANSITIONS/FLOW OF ROUTINE/USE OF FLOOR	10 points	10 – 8 7 – 5 4 – 0	Clean transitions/Smooth flow/Strong formations/use complete floor, excellent spacing Good transitions and flow/Good formations/spacing/use of floor Average transitions and flow (choppy)/Average formations/spacing/use of floor	
PRECISION/TIMING	10 points	10 – 8 7 – 5 4 – 0	Excellent timing & precision Good timing & precision Average timing & precision	
CHOREOGRAPHY/ CREATIVITY	5 points	5 – 4 3 – 2 1 – 0	Very creative/unique variety of skills/great incorporation Good creativity/good variety of skills/good incorporation Average creativity/average variety of skills/average incorporation	
OVERALL PERFORMANCE & PERFECTION	10 points	10 – 8 7 – 5 4 – 0	High degree of difficulty, solid routine, great impact/variety/clean routine Good difficulty/impact/variety/cleanliness Average difficulty/impact/variety/cleanliness/needs polish	
			TOTAL 5	50

TUMBLING

TEAM		DIVISION	JUDGE
CHEERLEADING FUNDAMENTALS		JUDGING CRITERIA	SCORE
TUMBLING	10 points	 10 - 8 Advanced/elite (standing back handspring back tucks, back tucks, round off tuck) performed by majority of the team with a high level of perfection & numerous strong specialty passes (fulls, layouts, whips) executed with a high level of perfection 7 - 5 Intermediate/advanced (back hand spring, round off back handspring) performed by the majority of the team with a high level of perfection or elite tumbling performed with substandard technique or perfection 4 - 0 Beginning/intermediate (forward rolls, cartwheels, round offs) performed by majority of team or intermediate skills with substandard technique 	he
ROUTINE EXECUTION/PF	RESENTATIO		
SHOWMANSHIP/ PROJECTION & EXPRESSION	5 points	 5 - 4 High energy/Strong voices/Shows confidence 3 - 2 Good energy/voices/confidence 1 - 0 Average energy/voices/lacks confidence and poise 	
FORMATIONS/SPACING/ TRANSITIONS/FLOW OF ROUTINE/USE OF FLOOR	10 points	10-8 Clean transitions/Smooth flow/Strong formations/use complete floor, excellent spacing $7-5$ Good transitions and flow/Good formations/spacing/use of floor $4-0$ Average transitions and flow (choppy)/Average formations/spacing/use of floor	
PRECISION/TIMING	10 points	10 – 8 Excellent timing & precision 7 – 5 Good timing & precision 4 – 0 Average timing & precision	
CHOREOGRAPHY/ CREATIVITY	5 points	 5 - 4 Very creative/unique variety of skills/great incorporation 3 - 2 Good creativity/good variety of skills/good incorporation 1 - 0 Average creativity/average variety of skills/average incorporation 	
OVERALL PERFORMANCE & PERFECTION	10 points	 10 - 8 High degree of difficulty, solid routine, great impact/variety/clean routine 7 - 5 Good difficulty/impact/variety/cleanliness 4 - 0 Average difficulty/impact/variety/cleanliness/needs polish 	
		TOTAL	50

MOTIONS/JUMPS

TEAM	 	DIVISION	JUDGE
CHEERLEADING FUNDAME	:NTALS	JUDGING CRITERIA	SCORE
MOTIONS	10 points	 Very strong technique & variety/strong use of motions for visual sharp & tight cheer motions with strong level placement/Strong Motions are creative, have variety & are executed in challenging (i.e. In stunts, while moving in transition) Good technique/use of cheer motions for visual effect/good placed and the placed warriety of cheer motions/average to poor placed and the placed warriety of cheer motions/average to poor placed and the placed warriety of cheer motions/average to poor placed warriety. 	synchronization of arm work/ ways ement
JUMPS	10 points	 Advanced/elite combination jumps (toe touch, hurdlers, pikes) performed by the majority of team with strong execution and portange and landings are synchronized and clean Intermediate jumps performed by majority of team with good extended Average jumps (herkie, tuck) performed with average execution 	cecution
ROUTINE EXECUTION/PR	RESENTATIO		
SHOWMANSHIP/ PROJECTION & EXPRESSION	5 points	5 – 4 High energy/Strong voices/Shows confidence 8 – 2 Good energy/voices/confidence L – 0 Average energy/voices/lacks confidence and poise	
FORMATIONS/SPACING/ TRANSITIONS/FLOW OF ROUTINE/USE OF FLOOR	10 points	 Clean transitions/Smooth flow/Strong formations/use complete f Good transitions and flow/Good formations/spacing/use of floor Average transitions and flow (choppy)/Average formations/spacing/use 	
PRECISION/TIMING	10 points	0 – 8 Excellent timing & precision 7 – 5 Good timing & precision 1 – 0 Average timing & precision	
CHOREOGRAPHY/ CREATIVITY	5 points	5 – 4 Very creative/unique variety of skills/great incorporation 6 – 2 Good creativity/good variety of skills/good incorporation 6 – 0 Average creativity/average variety of skills/average incorporation	n
OVERALL PERFORMANCE & PERFECTION	10 points	 1 - 8 High degree of difficulty, solid routine, great impact/variety/clea 7 - 5 Good difficulty/impact/variety/cleanliness 4 - 0 Average difficulty/impact/variety/cleanliness/needs polish 	n routine
			TOTAL 50

DANCE

TEAM		DIVISION	JUDGE
CHEERLEADING FUNDAMENTALS		JUDGING CRIT ERIA	SCORE
DANCE	10 points	 Advanced motions-dance performed with strong technique, sharp movement & strong synchronization of arm/foot/ floor work by most of the team at a fast pace with multiple level and formation changes, to create visual effects with seamless transitions. Music is well used and moves are creative, have variety & are appropriate for intended audien 7 - 5 Intermediate motions-dance performed with good technique & visual effect/good use of music intermediate footwork, floor work & level changes 4 - 0 Basic motions-dance performed at a slow pace with a low to average level of technique/avera use of music/limited footwork and floor work	С
ROUTINE EXECUTION/PF	RESENTATIO	· · · · · · · · · · · · · · · · · · ·	
SHOWMANSHIP/ PROJECTION & EXPRESSION	5 points	 5 - 4 High energy/Strong voices/Shows confidence 3 - 2 Good energy/voices/confidence 1 - 0 Average energy/voices/lacks confidence and poise 	
FORMATIONS/SPACING/ TRANSITIONS/FLOW OF ROUTINE/USE OF FLOOR	10 points	 10 - 8 Clean transitions/Smooth flow/Strong formations/use complete floor, excellent spacing 7 - 5 Good transitions and flow/Good formations/spacing/use of floor 4 - 0 Average transitions and flow (choppy)/Average formations/spacing/use of floor 	
PRECISION/TIMING	10 points	 10 - 8 Excellent timing & precision 7 - 5 Good timing & precision 4 - 0 Average timing & precision 	
CHOREOGRAPHY/ CREATIVITY	5 points	 5 - 4 Very creative/unique variety of skills/great incorporation 3 - 2 Good creativity/good variety of skills/good incorporation 1 - 0 Average creativity/average variety of skills/average incorporation 	
OVERALL PERFORMANCE & PERFECTION	10 points	 10 - 8 High degree of difficulty, solid routine, great impact/variety/clean routine 7 - 5 Good difficulty/impact/variety/cleanliness 4 - 0 Average difficulty/impact/variety/cleanliness/needs polish 	
		TOTAL	50