

GHSA Scoring Instructions and Rubric

Updated 6-19-2013

The KEY to this rubric and scoring system is to perform within the means of the squad's skill level, execute all skills solidly, and score high in the execution categories.

Definitions

- **Fall:** A body part coming into contact with the performance surface during the execution of a stunt/skill.
- **Drop:** A stunt/skill being attempted that comes down early. It may then be put up again; however, it is clear to the judges that the stunt was not executed as intended.
- **Missed Stunt:** A skill is attempted but does not hit the appropriate position or height as the other stunts. Ex: Failure to hit a heel stretch and instead remaining in a platform or liberty.
- **Bobble:** When a flyer hits a stunt/skill and wobbles, shakes, swings her arms but the stunt still remains in the air.
- **True Full up:** Bases remain stationary and flyer rotates 360°.
- **Entry:** The beginning or mounting phase of a stunt, where one foot/hand(s) starts on the performing surface or in a loading position.
- **Structure:** A place in a pyramid when flyers connect (hand-hand or hand-foot) and pause to show a defined position. This is also known as a picture.

Jumps

- Jumps should be performed as a team.
 - Squads can still complete jumps connected to tumbling. The jumps will be scored in jumps and the tumbling portion will be scored in standing tumbling.
- **Combo:** connected jumps without a pause in between. Ex: double toe touch or a toe touch, pike, hurdler, all connected.
- **Variety:** involves different jumps
 - Basic Jumps – tuck jumps, spread eagles, banana jumps. DOD 1 – 2.
 - Advanced Jumps – herkie, hurdler, pike, double nine, toe touch. DOD 3 – 6.
- A right herkie, toe touch, left herkie all connected would complete the 3 jump triple combo requirement.

Standing/Running Tumbling

- **Standing Tumbling:** A tumbling skill (series of skills) performed from a standing position without any previous forward momentum. Any number of steps backward prior to execution of tumbling skill(s) is defined as "standing tumbling." (Source: usasf.net)
- **Running Tumbling:** Tumbling that is performed with a running start and/or involves a step or a hurdle (etc,) used to gain momentum as an entry to another skill. Any type of forward momentum/movement prior to execution of the tumbling skill(s) is defined as "running tumbling." (Source: usasf.net)
- **Entry into tumbling:**
 - Judges will watch the entry into the skill.
 - Cartwheel: This will be called standing because that is what initiates the skill.
 - Round-off: This will be called "running" because of the momentum it generates.
 - A step hurdle into the cartwheel will be judged as "running".
- **Full through to full:**
 - A team member performing a full through to full tumbling pass will count as two fulls.
 - Two will be the maximum credit given.
- **Specialty Pass:**
 - Running tumbling with entries, including front walk-over/handspring, aerial, or punch front, ending in a tuck or higher.
 - Running tumbling involving skills, including back handspring step outs, whips, or arabians ending in a tuck or higher.
- **Standing and Running Tumbling recommendations:**
 - The judges need to see what the "Squad" can do as a whole. If squad "re-use/repeat" the same tumbler, judges will not be able to distinguish what the squad is capable of doing as a group. Therefore, it is recommended that teams tumble in sections of the routine as a squad and not randomly throughout the routine.

Partner Stunts/Tosses

- **Entries:**
 - Basic – Straight up to stunt, prep level stunts
 - Intermediate – Full up, half up to extension, switch up to prep level, and inversion from ground to prep level.
 - Advanced – True full up, switch up, ball ups*, invert to extended position or un-braced tick tock**.

*Note: For legal ball ups in partner stunts, a “quick toss” must be utilized. Please refer to ghsachieerleading.com for videos and NFHS 2-7-4.

** Note: the un-braced tick tock must go from the performing surface or loading position to the extended position, power press/absorb to the prep position and tick tock to the extended position in one continuous motion in order to count as an entry. If the motion is not constant, this will not be considered an entry.
- **Body positions:** Liberty, Torch, Arabesque, Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Flexibility Skills:** Heel Stretch, Bow & Arrow, Scale, Scorpion, and other skills demonstrating similar flexibility from the flyers.
- **Main/Primary Stunts** will normally include the squad’s best and most creative stunts. To MAX out, the squad must complete the skills defined above for the main stunt, plus a Secondary Stunt.
 - It is recommended that all required elements be executed during one section of the routine to receive full credit.
- **Secondary Stunt** must have the minimum required spotters and bases.
 - Examples – coed style extensions, extended single leg stunts
 - Dismounts – specific dismounts are not necessary in secondary stunts
- **Tosses** – can be used in place of the secondary stunt.
 - Basic – Straight rides, blow outs, pose
 - Intermediate – Single full, X outs, toe touch, pike
 - Advanced - Kick single or 1 ¼, hitch-kick single or 1 ¼, star single or 1 ¼
- **Dismounts**
 - Basic – Straight cradles from two legged stunts, pop downs
 - Intermediate – 1 ¼ rotation (twist) from prep level single leg position, full down from prep or extended position, 360 down (cork screw) from prep level to a squish or floor, 360 down (cork screw) from extended (two legged) position to a squish or floor, forward suspended roll
 - Advanced – 1 ¼ rotation (twist) from extended single leg position, 360 down (cork screw) from extended (single leg) position to a squish or floor
- **COED:** Coed teams will be required to demonstrate single based coed stunts during the Secondary Stunt sequence in order to score in the 6-8 DOD categories.
 - The male athletes must demonstrate the ability to get to hands without assistance (no secondary base or spotter may come into contact with the flyer or main base until the intended coed skill has hit) and then extend the stunt (using appropriate spotting technique).
 - The team is still required to put up the same number of Secondary Stunts to score within a specific DOD category; however, each male (up to 5 males) must complete the coed requirement.

Example: if a team of 16 members (with 3 male athletes) intends to MAX out, they would need to put up 5 secondary stunts with 3 of those groups main based by the 3 male athletes. The other 2 secondary stunts will be executed by the remaining female athletes.
 - If a squad has more than 5 males on its team, their coach will choose the male athletes best suited to perform the 5 single based coed stunts.

Example: If a team of 16 members (with 10 male athletes) intends to MAX out, it would need to put up 5 secondary stunts with 5 of those groups main based by 5 of the 10 male athletes.
- **NOTE:**
 - If front spots are used on partner stunts, one point will be deducted from DOD. This applies to using a front spot on one or more stunt groups.

Pyramids

Keep in mind the total number of members on the floor. A squad of 16 will likely have a more intricate pyramid than a squad of 12.

- **Entries:**
 - Basic – Straight up to stunt, etc. Little creativity, not visual.
 - Intermediate – Half up to any level, switch up to prep level, and inversion from ground to prep level. Moderate creativity, somewhat visual.
 - Advanced – Full up, switch up, ball up, invert to extended position. Very creative, very visual.

▪ **Transitions:**

- Basic – Show and go, single leg show and go, straddle sit, splits. Little creativity, not visual.
- Intermediate – Half around back to squish, full around back to squish, flat back into stunt, helicopter, power press, and other similarly difficult skills. Moderate creativity, somewhat visual.
- Advanced – 1 ½ around back to squish, up and over, vault, and release transitions.
 - Release transitions – loss of contact tricks in a pyramid. Ex: Braced tick tock, ball up, toe touch, full around, forward flip, backward flip, etc., that are very creative and visual.

Cheer/Dance

▪ **Cheer Incorporations:**

- One or more of the following must be incorporated into the cheer to receive maximum points: Jump, tumbling, stunts, tosses, and/or pyramids.

▪ **Cheer/Dance Recommendations:**

- A minimum of 3 eight counts of cheer with incorporations.
- A minimum of 4 eight counts of dance.

Tables/ Charts

Jumps, Standing & Running Tumbling

		<i># of team members</i>						
		16	15	14	13	12	11	10
# of members completing the skill	(-0)	16	15	14	13	12	11	10
	(-2)	14	13	12	11	10	9	8
	(-4)	12	11	10	9	8	7	6
	(-6)	10	9	8	7	6	5	4
	(-8)	8	7	6	5	4	3	2

- Total Team # -0 states that all members of the team should complete the skill.
- Total Team # -2 states that total members minus two must complete the skill.
Example: A team of 16 members must have at least 14 members complete a skill; therefore, two members are not jumping, tumbling and/ or etc.
- Note that the numbers are even numbers: -2, -4, -6, -8. Therefore, please understand that Total Team # -2 will encompass -2 and -1 team members. -4 will encompass -4 and -3 team members. Total team -6 will encompass -6 and -5 team members. Total team -8 will encompass -8 and -7 team members.
- Total Team # -6 states that only 10-11 members of a squad of 16 completed a skill.

Partner Stunts/ Tosses

Main Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

Secondary Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	5	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

Tosses		16	15	14	13	12	11	10
# of Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

- A team with 16 members will be expected to stunt 4 main stunts and either 5 secondary stunts or throw 4 tosses.
- A team of 16 members stunt 3 main group stunts (Total Groups -1) and 5 secondary stunts... if the squad maxes the DOD, the highest the squad would get would be a 7 in DOD. This squad would need to stunt 4 main groups to max DOD and score an 8.
- Keep in mind that these groups must complete all the skills outlined in the rubric to receive the highest score in DOD.
- If a team has a total of 15 members they are expected to stunt 3 main stunt groups and 5 secondary stunt groups and/ or 3 tosses with the required skills to max out the DOD points.

Example: One scenario might be - To score an 8 in DOD... A squad of 16 members full up 4 groups and then hits a heel stretch at the top. Then the 4 groups retake the stretch to a squish and moves to another formation. At this formation the 4 groups perform 4 switch ups to the extended position and perform a scorpion and scale with 4 advanced dismounts. The squad completes 5 extended single leg stunt groups elsewhere during the routine.

- **NOTE:**

- (-1), (-2)... for COED secondary stunts does NOT refer to the number of male athletes to be used. This refers to the number of stunt groups.

Examples:

1. Total Groups#-0 = a team of 16 with 1 male athlete – they still have to put up a total of 5 secondary stunt groups (TG-0) but 1 of those groups must be coed. The other 4 can be all-girl.
2. Total Groups#-1 = a team of 16 w/ 1 male athlete – they still have to put up a total of 5 secondary stunt groups (TG-1) but 1 of those groups must be coed. The other 4 can be all-girl.
3. Total Groups#-2 = a team of 16 with 1 male athlete – they still have to put up a total of 4 secondary stunt groups (TG-2) but 1 of those groups must be coed. The other 3 can be all-girl.

2012 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Jumps						
DOD	1	2	3	4	5	6
				<u>Total Team # -4</u> Triple combo of 3 different advanced jumps. Must be connected.	<u>Total Team # -2</u> Triple combo of 3 different advanced jumps. Must be connected.	<u>Total Team # -0</u> Triple combo of 3 different advanced jumps. Must be connected.
		<u>Total Team # -4</u> Double combo with variety or triple combo with no variety.	<u>Total Team # -2</u> Double combo with variety or triple combo with no variety.	<u>Total Team # -0</u> Double combo with variety or triple combo with no variety.		
	<u>Total Team # -2</u> Single jump or non connected jumps.	<u>Total Team # -0</u> Single jump or non connected jumps.				
EXE	1-2	3-4		5-6		7-8
	poor form, dropping chest, bent legs, poor timing	average technique, members w/ flexed toes & dropped chest		above average technique, good timing, few flexed toes, no missed jumps		excellent technique, perfect timing, toes pointed, arms in the same position, no missed jumps
Standing Tumbling						
DOD	1	2	3	4	5	6
	Forward rolls, back extension rolls, standing cartwheels.			<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts, with 1 standing series to full/ standing full.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts, with 2 standing series to full/ standing full(s).	<u>Total Team # -2</u> Tucks or handspring tuck or handsprings to layouts, with 3 or more standing series to full/ standing full(s).
		<u>Total Team # -8</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -2</u> Tucks <u>and</u> handspring tucks or handsprings to layouts.	
		<u>Total Team # -4</u> Handsprings	<u>Total Team # -2</u> Handsprings	<u>Total Team # -0</u> Handsprings		
EXE	1-2	3-4		5-6		7-8
	poor form and/ or technique, slow and poor timing. majority hands down/ bust	average technique, good timing, multiple hands down/ bust		above average technique, good timing, limited hands down/ bust		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps
Running Tumbling						
DOD	1	2	3	4	5	6
	Running cartwheels and round-offs.			<u>Total Team # -6</u> Round off tucks or handspring tucks with layouts, specialty passes, with 1 full.	<u>Total Team # -4</u> Round off tucks or handspring tucks with layouts, specialty passes, with 2-3 fulls.	<u>Total Team # -2</u> Round off handspring tucks. Combination of layouts, specialty passes, with 4 or more fulls.
		<u>Total Team # -6</u> Round off tucks and/ or handspring tucks <u>or</u> <u>Total Team # -8</u> Layouts and specialty passes.	<u>Total Team # -4</u> Round off tucks and/ or handspring tucks <u>or</u> <u>Total Team # -6</u> Layouts and specialty passes.	<u>Total Team # -2</u> Round off tucks and/ or handspring tucks <u>or</u> <u>Total Team # -4</u> Layouts and specialty passes.		
		<u>Total Team # -2</u> Round off handsprings, limited tucks and variety.	<u>Total Team # -0</u> Round off handsprings, limited tucks and variety.			
EXE	1-2	3-4		5-6		7-8
	poor form and/ or technique, slow and poor timing. majority hands down/ bust	average technique, good timing, multiple hands down/ bust		above average technique, good timing, limited hands down/ bust, multiple steps		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

	# of members						
	16	15	14	13	12	11	10
(-0)	16	15	14	13	12	11	10
(-2)	14	13	12	11	10	9	8
(-4)	12	11	10	9	8	7	6
(-6)	10	9	8	7	6	5	4
(-8)	8	7	6	5	4	3	2

2012 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Partner Stunts/Tosses								
DOD	1	2	3	4	5	6	7	8
		<i>Total Groups# -2</i> Must include 1 basic entry plus 2 body positions with 1 of them being flexibility skill. Less than majority squad basic dismounts.	<i>Total Groups# -1</i> Must include 1 basic entry plus 2 body positions with 1 of them being flexibility skill. Squad intermediate dismounts	<i>Total Groups# -0</i> Must include 1 basic entry plus 2 body positions with 1 of them being flexibility skill. Squad intermediate dismounts.		<i>Total Groups# -2</i> Must include 2 advanced entries to the extended position plus 3 body positions with 3 of them being flexibility skills. Majority squad advanced dismounts, plus <i>Total Groups#-1</i> extended secondary stunt or intermediate tosses.	<i>Total Groups# -1</i> Must include 2 advanced entries to the extended position plus 3 body positions with 3 of them being flexibility skills. Squad advanced dismounts, plus <i>Total Groups#-2</i> extended single leg secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include 2 advanced entries to the extended position plus 3 body positions with 3 of them being flexibility skills. Squad advanced dismounts, plus Total Groups#-0 extended single leg secondary stunt or advanced tosses.
	Must include 1 basic entry with limited or no flexibility/ body positions. Less than half the squad stunting.	Must include 1 basic entry with flexibility skills/ body positions. One half the squad stunting. Less than majority squad basic dismounts.		<i>Total Groups# -2</i> Must include 1 advanced entry to the extended position plus 2 body positions with 2 of them being flexibility skills. Squad intermediate dismounts, plus Total Groups#-3 extended secondary stunt or basic tosses.	<i>Total Groups# -1</i> Must include 1 advanced entry to the extended position plus 2 body positions with 2 of them being flexibility skills. Majority advanced dismounts, plus <i>Total Groups#-2</i> extended secondary stunt or intermediate tosses.	<i>Total Groups# -0</i> Must include 1 advanced entry to the extended position plus 2 body positions with 2 of them being flexibility skills. Squad advanced dismounts, plus Total Groups#-1 extended secondary stunt or intermediate tosses.		
				<i>Total Groups# -1</i> Must include 2 intermediate entries plus 2 body positions with 2 of them being flexibility skills. Majority intermediate dismount.	<i>Total Groups# -0</i> Must include 2 intermediate entries plus 2 body positions with 2 of them being flexibility skills. Squad advanced dismounts.	COED secondary <i>Total Groups#-2</i> Unassisted chair/shoulder sit to hands or walk in/toss to hands. Then up to extension.	COED secondary <i>Total Groups#-1</i> Unassisted walk in or toss to hands. Then up to extended single leg or one arm stunt.	COED secondary <i>Total Groups#-0</i> Unassisted walk in or toss to the extended position. Then single leg skill.
EXE	1-2		3-5		6-8		9-10	
	poor technique, poor timing, several bobbles and multiple dropped stunts, poor dismounts, 3 or more dropped stunts		average technique, good timing, multiple bobbles, not very clean dismounts, 2 dropped stunts		above average technique, very good timing, few bobbles, no missed stunts, clean dismounts, 1 dropped stunt		excellent technique, perfect timing, no bobbles or missed stunts, very clean dismounts, 0 dropped stunts	

Main Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

Secondary Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	5	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

Tosses		16	15	14	13	12	11	10
# of Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

2012 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Pyramid				
DOD	1-2	3-4	5-6	7-8
	Basic pyramid that includes 1-2 connected structures with basic entries. Basic transitions/ connected release skills, lacking complexity. Little creativity and lacking visual.	Intermediate pyramid that includes 1-2 connected structures with moderately creative entries to the <u>prep level</u> position. Intermediate transitions/release transitions. Moderate creativity and somewhat visual.	Advanced pyramid that includes 2 pyramid structures with 1-2 advanced entries to the <u>extended</u> position (using 2 or more synchronized flyers), plus advanced transitions/release transitions. Creative and visual.	Highly advanced pyramid that includes 2 or more structures with 2 or more advanced entries to the <u>extended</u> position (using 2 or more synchronized flyers), plus 2 or more advanced transitions/release transitions. Highly creative and very visual.
EXE	1-2	3-5	6-8	9-10
	poor technique, poor timing, sloppy transitions, several bobbles and missed elements, multiple drops, poor dismounts	average technique, good timing, not very clean on transitions, multiple bobbles, missed elements, not very clean dismounts	above average technique, very good timing, clean transitions, few bobbles, few missed elements/drops, clean dismounts	excellent technique, perfect timing, very clean transitions, no bobbles or missed elements, very clean dismounts

Dance				
DOD	1-2	3-4	5-6	7-8
	Basic motions and transitions. Very few level changes. Little creativity and lacking visual.	Intermediate motions and transitions. Few level changes. Moderate creativity and somewhat visual.	Advanced motions, with advanced transitions and several level changes. Creative and visual.	Multiple advanced motions with advanced transitions and several level changes. Highly creative/original and very visual.
EXE				
	poor technique, poor timing, sloppy transitions and formations	average technique, good timing, not very clean on transitions and formations	above average technique, very good timing, clean transitions and formations	excellent technique, perfect timing, very clean transitions and formations

Cheer				
DOD	1-2	3	4	5
	Less than majority squad incorporations. Basic transitions, lacking complexity. Little creativity and lacking visual. Cheer must include motions and words.	Half squad incorporations. Intermediate transitions. Moderate creativity and somewhat visual. Cheer must include motions and words.	Majority squad incorporations. Advanced transitions. Creative and visual. Cheer must include motions and words.	Full squad incorporations. Multiple advanced transitions. Highly creative and very visual. Cheer must include motions and words.
EXE				
	poor technique, poor timing, sloppy transitions, and volume	average technique, good timing, not very clean on transitions, and volume	above average technique, very good timing, clean transitions, and volume	excellent technique, perfect timing, very clean transitions, excellent volume

NOTE: Total team must cheer and dance to max out DOD

Georgia High School Association

COMPETITIVE CHEERLEADING

OFFICIAL'S SCORE SHEET

SCHOOL	NUMBER ON SQUAD	CLASS/REGION	OFFICIALS NUMBER			
JUMPS			Score			
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Good Height	<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Good Timing	DOD	6	
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Bent legs	<input type="checkbox"/> Timing Off	EXE	8	
STANDING TUMBLING						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Stuck Landings	<input type="checkbox"/> Good Form	<input type="checkbox"/> Good Timing	DOD	6	
<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Hands Down/Bust	<input type="checkbox"/> Added Steps	<input type="checkbox"/> Timing Off	EXE	8	
RUNNING TUMBLING						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Stuck Landings	<input type="checkbox"/> Good Form	<input type="checkbox"/> Good Timing	DOD	6	
<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Hands Down/Bust	<input type="checkbox"/> Multiple Steps	<input type="checkbox"/> Timing Off	EXE	8	
PARTNER STUNTS/TOSSES						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Good Timing	DOD	8	
<input type="checkbox"/> Bobbles	<input type="checkbox"/> Poor Dismounts	<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Timing Off	EXE	10	
PYRAMIDS						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Transitions	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Good Timing	DOD	8	
<input type="checkbox"/> Drops	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Missed Elements	<input type="checkbox"/> Timing Off	EXE	10	
DANCE						
<input type="checkbox"/> Advanced Motions	<input type="checkbox"/> Level Changes	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Timing	DOD/	8	
<input type="checkbox"/> Clean up	<input type="checkbox"/> Formation Off	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Timing Off	EXE		
CHEER/CHANT						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Motions	<input type="checkbox"/> Good Timing	DOD/	5	
<input type="checkbox"/> Add Incorporations	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Include Words	<input type="checkbox"/> Timing Off	EXE		
CREATIVITY						
<input type="checkbox"/> Creative	<input type="checkbox"/> Visual	<input type="checkbox"/> Add Creativity	<input type="checkbox"/> Add Visuals		3	
FORMATIONS/TRANSITIONS						
<input type="checkbox"/> Fluid Movement	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Nice Variety	<input type="checkbox"/> Good Timing		3	
<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Clean Up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Timing Off			
SHOWMANSHIP						
<input type="checkbox"/> Crowd Appeal	<input type="checkbox"/> Good Energy	<input type="checkbox"/> Good Facials	<input type="checkbox"/> Clean/Solid		3	
<input type="checkbox"/> No Crowd Appeal	<input type="checkbox"/> Add Energy	<input type="checkbox"/> Improve Facials	<input type="checkbox"/> Add Variety			
Official Signature			TOTAL SCORE			