

Team: _____ Age: _____ Judge: _____

<u>Scoring Element</u>	<u>Max Points</u>	<u>Points Earned</u>	<u>Area of Strengths</u>	<u>Needs Improvements</u>
Standing Tumbling	10		Difficulty Execution Use/Variety	Difficulty Execution Use/Variety
Running Tumbling	10		Difficulty Execution Use/Variety	Difficulty Execution Use/Variety
Jumps	10		Height/Technique Variety Pointed Toes	Height/Technique Variety Pointed Toes
Stunts	10		Difficulty Execution Originality	Difficulty Execution Originality
Pyramids	10		Difficulty Execution Originality	Difficulty Execution Originality
Tosses (Baskets & Cradles)	5		Use Execution Height	Use Execution Height
Transitions/ Formations	5		Spacing Flow Use of Floor	Spacing Flow Use of Floor
Dance	5		Execution Synchronization Originality	Execution Synchronization Originality
Motions/Cheer	5		Sharpness Originality Voices	Sharpness Originality Voices
Creativity/ Choreography	10		Originality Visual Variety	Originality Visual Variety
Overall Effect	10		Crowd Appeal Showmanship Use of skills Appearance	Crowd Appeal Showmanship Use of skills Appearance
Routine Perfection	10		Precision Clean Routine Stunts/Pyramids Solid Tumbling	Precision Clean Routine Stunts/Pyramids Solid Tumbling
TOTAL: (100)			<i>Judge Initials:</i>	

Additional Comments:

Team: _____ Age: _____ Judge: _____

<u>Scoring Element</u>	<u>Max Points</u>	<u>Points Earned</u>	<u>Area of Strengths</u>	<u>Needs Improvements</u>
Standing Tumbling	10		Difficulty Execution Use/Variety	Difficulty Execution Use/Variety
Running Tumbling	10		Difficulty Execution Use/Variety	Difficulty Execution Use/Variety
Jumps	10		Height/Technique Variety Pointed Toes	Height/Technique Variety Pointed Toes
Transitions/Formations	10		Spacing Flow Use of Floor	Spacing Flow Use of Floor
Dance	10		Execution Synchronization Originality	Execution Synchronization Originality
Motions/Cheer	10		Sharpness Originality Placement	Sharpness Originality Placement
Creativity/ Choreography	10		Originality Visual Variety	Originality Visual Variety
Overall Effect	15		Crowd Appeal Showmanship Use of skills	Crowd Appeal Showmanship Use of skills
Routine Perfection	15		Precision Clean Routine Stunts/Pyramids Solid Tumbling	Precision Clean Routine Stunts/Pyramids Solid Tumbling
<i>TOTAL: (100)</i>			<i>Judge Initials:</i>	

Additional Comments:

Team: _____ Age: _____ Official: _____

<u>Points</u>	<u>Penalty Description</u>	<u># of Penalties</u>	<u>Total Points Deducted</u>
½ per second over/under	Going over or under the regulated time frame of the routine	_____ X ½ =	
1	<u>Tumbling:</u> *Hands touch down on airborne skill *Arms Collapse on BHS <u>Stunts/Pyramids:</u> *Minor Bobble *Early Dismount *Pyramid doesn't connect <u>Jumps:</u> *Fall after landing jump *Missed jump	_____ X 1 =	
3	<u>Tumbling:</u> *Over Rotations *Body Hits the Floor <u>Stunts/Pyramids:</u> *Flyer falls but is caught *Toss loaded but not skill not executed	_____ X 3 =	
5	<u>Stunts/Pyramids:</u> *Flyer hits the floor *Missed Stunt *Toss not executed *Adult Spotter Assists/Touched <u>Ruler Infraction:</u> *Illegal Skills *Unsportsmanlike Conduct *Inappropriate Music *Jewelry *Sideline Coaching	_____ X 5 =	
TOTAL:			

_____ + _____ + _____ + _____ = _____ - _____ = _____

(Judge 1) (Judge 2) (Judge 3) (Judge 4) (Sub-Total) (Deductions) (Total)



GRADE: _____

Place	Team	Score
1st		
2nd		
3rd		
4th		

***GRAND CHAMPION:** _____

(TEAM)

(SCORE)