

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)
(Sub-Total)
(Total)

(Judge 2)



(Judge 3)
(Deductions)

Recreational Mount

Final Standings

GRADE: _____

| Place | Team | Score |
|-----------------|------|-------|
| 1 st | | |
| 2 nd | | |
| 3 rd | | |
| 4 th | | |

*GRAND CHAMPION: _____

(TEAM)

(SCORE)