

ROUND 1 — REQUIRED ROUND — SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE I.D.# _____

JUMPS

Level 1 - All tuck jumps, spread eagle, straight jump, 5 pts. banana, slap jump, back clap

Level 2 - Double hook, c-jump, hitch kick, front thigh 7 pts. slap

Level 3 - Herkie, hurdle, toe touch, stag sit, double 9, 10 pts. head whip, pike, universal

FLOOR MOBILITY

Accuracy of formations, spacing, effectiveness, ease of transitions, transition moves, visual patterns, from formation to formation.1

1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

VOCALS

Voice inflection, clarity, squad volume, appropriate choice of words.1

1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

JUMPS

The first 2 jumps (must be different)

will be scored;1

1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

(1st jump)

technique, level of difficulty, timing and execution1

1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

(2nd jump)

TEAM COORDINATION

Precision and execution of all motions.1

1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

DIFFICULTY AND VARIETY

Movements, motions, peel offs, levels, enhancements, arm whips, ripples, etc.....1

2 3 4 5 6 7 8 9 10

GENERAL IMPRESSION

Creativity, continuity, team confidence, overall impression.....1

1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

Maximum points possible 70 TOTAL _____

ROUND 2 — COMPULSORY ROUND — SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE I.D.# _____

Requirements - 5 skills shall be selected from the list below, at least one skill from each category **must** be performed; Flexibility, Jumping, and Tumbling. No more than 3 skills from the 12 point level may be selected **OR** one skill from the 14 point level and two from the 12 point level for a total of 58 points maximum from skills.

Pt Value	<u>Flexibility Category</u>	<u>Jumping Category</u>	<u>Tumbling Category</u>
1-5	Any kick	Spread eagle, tuck	Forward roll
1-7	Side split	Double hook	Backward roll, cartwheel
1-10	Heel stretch, switch splits	Double 9, Herkie, front hurdler, pike, toe touch, universal	Near arm cartwheel, round off, far arm cartwheel
1-12	Triple splits, *valdez	-----	Back handspring, *back walkover
1-14	-----	-----	Aerial cartwheel, standing back tuck

*The back walkover and valdez skills may be used as a tumbling or flexibility skill. One skill cannot count for both categories. 5 skills must be performed.

10 Count Precision Drill	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	<input style="width: 50px; height: 20px;" type="text"/>
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LIST SKILLS IN ORDER PERFORMED

Skill 1	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	<input style="width: 50px; height: 20px;" type="text"/>
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Skill 2	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	<input style="width: 50px; height: 20px;" type="text"/>
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Skill 3	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	<input style="width: 50px; height: 20px;" type="text"/>
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Skill 4	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	<input style="width: 50px; height: 20px;" type="text"/>
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Skill 5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	<input style="width: 50px; height: 20px;" type="text"/>
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General Impression	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	<input style="width: 50px; height: 20px;" type="text"/>
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Maximum points possible 78 TOTAL _____

ROUND 3 — OPEN ROUND — SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE I.D.# _____

FLOOR MOBILITY

Accuracy of formations, spacing, effectiveness, transition moves, purpose of movement from formation to formation.

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10.....

VOCALS

Voice inflection, clarity, squad volume, appropriate choice of words

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10.....

TEAM COORDINATION

Precision and timing of all motions, tumbling, stunt skills, effective use of all team members

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10.....

SKILLS

Tumbling and gymnastic skills, stunts, flairs, jumps, transitions:

+ Variety of skills

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

+ Degree of difficulty

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 ..

+ Execution

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10 10.5 11 11.5 12 12.5 13 13.5 14 14.5 15 15.5
16 16.5 17 17.5 18 18.5 19 19.5 20 20.5 21 21.5 22

Execution bonus

1 1.5 2 2.5 3 3 3 3 3 3

Choreography

OLE - 2 pts. TT - 2 pts. FT/360 - 2 pts. BT - 2 pts. DT - 2 pts.

***GENERAL IMPRESSION**

Creativity, continuity, team confidence, overall impression, floor presence

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10.....

Maximum points possible 110 TOTAL _____

* Judges are not to favor any particular style but to judge the style presented.

SECOND CHEER – JUNIOR HIGH SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE .ID.# _____

FLOOR MOBILITY

Accuracy of formations, spacing, effectiveness, transition moves, purpose of movement from formation to formation.

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10.....

VOCALS

Voice inflection, clarity, squad volume, appropriate choice of words

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

TEAM COORDINATION

Precision and timing of all motions, tumbling, stunt skills, effective use of all team members

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

JUMP – First Performed

In unison – technique, timing, level of difficulty and exeuction

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

SKILLS

Tumbling and gymnastic skills, stunts, flairs, jumps, transitions:
+ Variety of skills

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

+ Degree of difficulty

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

+ Execution

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10 10.5 11 11.5 12 12.5 13 13.5 14 14.5 15 15.5
16 16.5 17 17.5 18 18.5 19 19.5 20 20.5 21 21.5 22

Execution bonus 1 2 3 3 3 3 3 3 3

Choreography TT - 2 pts. FT/360 - 2 pts. BT - 2 pts. DT - 2 pts.....

***GENERAL IMPRESSION**

Creativity, continuity, team confidence, overall impression, floor presence

1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10

Maximum points possible 118 TOTAL _____

* Judges are not to favor any particular style but to judge the style presented.