

JUDGE #1

Crowd Leading Tools, Formations/Spacing, Transitions (30 points)

Crowd Leading Tools (5 points x 3)

- 2.5 - 3.0 No use of props in performance
Voices too difficult to hear
Weak leadership of crowd
Missing opportunities for crowd response
- 3.0 - 3.5 Call outs are not utilized in an effective way
Voices are weak and lack enthusiasm, hard to understand
Tentative leadership of crowd - only cheers to those directly in front
Less than half of team used to lead the crowd
No use of props in performance
- 3.5 - 4.0 Some call outs are used to lead the crowd
Little use of props in performance
Props have little variety and not used effectively
More skills needed to effectively lead the crowd
Voices are enthusiastic, but not always consistent
Voices fade when changing formations and/or stunting
Some good leadership of crowd
Cheers to those in front and some to the entire crowd
Half of the team is used to demonstrate skills to lead the crowd
- 4.0 - 4.5 Call outs are used by the squad to gain response
Props are used with some crowd response
Props could be used more effectively to lead the crowd
While there is variety in skills, more variety is needed
Majority of the team uses voices effectively with enthusiasm
Voices fade slightly but can be understood
Majority of the team cheers to the entire crowd
Majority of the team demonstrates skills to lead crowd response
- 4.5 - 5.0 Variety of skills used and demonstrated to lead the crowd for response
Use of props enhances crowd response
Props used for sufficient amount of time
Props are varied and appropriate for the game day situation
Full team uses voices that are strong and enthusiastic
Full team has strong leadership of crowd
Cheers to the entire crowd
Full team uses skills to involve the crowd

Crowd leading tools include voices, as well as poms, signs, and megaphones. (NO FLAGS.) Good voice volume and enunciation relative to the number of athletes.

Formations/Spacing (5 points x 2)

- 2.5 - 3.0 No formation movement
Little use of level changes
Lack of movement along the space of the floor
Spacing has no organization
- 3.0 - 3.5 Limited formation and/or level changes
Lack of formation variety

3.5 - 4.0	<ul style="list-style-type: none"> Some use of floor space Spacing is too much or too little, lacks patterns Formations and spacing awkward/off Little variety in formation Few change in levels
4.0 - 4.5	<ul style="list-style-type: none"> Average use of floor space Good formations, could use more Some variety in formations Some changes in levels
4.5 - 5.0	<ul style="list-style-type: none"> Good use of floor space Clean formations Good spacing with formation variety Good use of level changes
<p>Variety of formations with precise spacing; visual and creative; good use of the floor</p>	
<p>Transitions (5 points)</p>	
2.5 - 3.0	<ul style="list-style-type: none"> No transitions between elements Elements feel disjointed
3.0 - 3.5	<ul style="list-style-type: none"> One or two transitions with no variety Routine is choppy
3.5-4.0	<ul style="list-style-type: none"> Transitions awkward and slow Little variety in transitions Choppy routine flow
4.0-4.5	<ul style="list-style-type: none"> Good transitions Some variety in transitions Average routine flow
4.5-5.0	<ul style="list-style-type: none"> Smooth, seamless transitions Good routine flow
<p>Creative transitions and patterns of movement; quick pace and smooth flow of routine</p>	

Judge #2

Crowd Effectiveness + Showmanship/Visual Appeal (30 points)

<p>Crowd Effectiveness (5 points x 3)</p>	
2.5 - 3.0	<ul style="list-style-type: none"> Pace of the routine is awkward, lacking rhythm Does not invite crowd involvement Stunting/tumbling not used
3.0 - 3.5	<ul style="list-style-type: none"> Pace is slow/not smooth Limited opportunity for crowd involvement Stunting/tumbling lack organization
3.5 - 4.0	<ul style="list-style-type: none"> Not easy for the crowd to participate Pace is ineffective and choppy – too slow/fast Cheer is difficult to follow and hard for crowd to respond Stunting/tumbling added but seem awkward Material is not effective for timeout Yell backs/call outs not utilized for crowd to repeat

4.0 - 4.5 Crowd can respond minimally
Pace is average/not exceptional and somewhat smooth
Cheer is somewhat easy to follow, could use more direction
Material works for timeout
Stunting/tumbling included but could use more direction
Yell backs/call outs are few, too quick, or too quiet

4.5 - 5.0 Crowd can respond appropriately
Pace is smooth, works well, and effective, creates energy
Material fits the timeouts situation
Stunting/tumbling add to overall creativity of the routine
Yell backs/ call outs are enough and easy for crowd to follow

Crowd effectiveness addresses the opportunities for crowd response, including creativity along with difficulty, pace and energy. Allowable stunting and tumbling skills should be used to enhance the creativity of the Time Out portion of routine.

Showmanship/Visual Appeal (5 points x 3)

2.5 - 3.0 No facials or eye contact with the crowd, lacking spirit
No involvement with the crowd

3.0 - 3.5 Lacking facials and spirited expression
Little eye contact and appeal to the crowd
Uses some of the floor space to promote response
Weak involvement of crowd on entrance
Skills have little variety

3.5 - 4.0 Some facials and expressions
Good eye contact and appeal
Uses floor space to lead the crowd
Average involvement of crowd on entrance
Skills are lacking in variety

4.0 - 4.5 Majority of team has facial expression
Majority of team has crowd appeal and eye contact
Effective use of the floor, but could still use even more
Somewhat enthusiastic involvement of crowd on entrance
Skills are somewhat innovative and creative, but could still use more

4.5 - 5.0 Full team has natural smiles and facial expression
Full team uses a strong crowd appeal and eye contact; FUN TO WATCH
Effective use of the floor
Enthusiastic and encouraging on entrance
Skills are innovative and creative throughout the routine

Showmanship includes genuine enthusiasm and energy shown and maintained throughout the routine, confidence, natural facial expressions and smiles; strong athletic impression. Effective use of the floor.

Judge #3

Jumps + Motions (30 points)

Jump Difficulty (5 points x 1)

- 2.5 - 3.0 Some of the team performs a basic jump
- 3.0 - 3.5 Majority of the team performs 1 basic jump and an additional jump
- 3.5 - 4.0 Majority of the team performs 1 advanced jump and an additional jump
- 4.0 - 4.5 Majority of the team performs 2 advanced jumps
- 4.5 - 5.0 Full team performs 2 connected advanced jumps

Jump Technique (5 points x 1)

- 2.5 - 3.0 Poor level of technique
- 3.0 - 3.5 Below average technique
- 3.5 - 4.0 Average technique
- 4.0 - 4.5 Above average technique
- 4.5 - 5.0 High level of technique

Advanced Jumps – pike, side hurdler, front hurdler, toe touch, double nine, around the world

Basic Jumps – spread eagle, tuck

Jump execution – form (pointed toes, arm levels/placement; leg and body position); approach, landing (feet together), hyperextension/height; uniformity, timing

Motions Difficulty (5 points x 2)

- 2.5 - 3.0 Motions performed by full team at a slow place
- 3.0 - 3.5 Motions performed by majority of the team at a slow place
- 3.5 - 4.0 Motions performed by majority of the team at a moderate pace
- 4.0 - 4.5 Motions performed by majority of the team at a fast pace
- 4.5 - 5.0 Intricate motions performed by full team at a fast pace

Combination and variety of skills, difficulty of movements

Motions Technique (5 points x 2)

- 2.5 - 3.0 Poor technique and synchronization of cheer motions
 - Weak motions and slow pace
 - Levels off, wrists cocked or clubbed
 - All squad members don't perform the majority of motions
 - Not enough motion technique displayed
- 3.0 - 3.5 Below average technique and synchronization of motions
 - Below average motions and pacing
 - Some levels are correct, but majority are misplaced
 - Poms or props used too long so motion technique is hidden
- 3.5 - 4.0 Average technique and synchronization of motions
 - Average motions and pacing
 - Levels somewhat correct, a few misplaced
 - Most squad members perform the majority of the motions correctly
 - Adequate motion technique displayed
- 4.0 - 4.5 Majority of team has above average technique and synchronization of motions
 - Above average motions and pacing
 - Levels are rarely misplaced with a variety of pace

4.5 - 5.0 Good sharpness of motions
Full team has strong technique and synchronization of cheer motions
Strong motions and consistent pacing
Levels good with proper placement
All squad members perform the majority of the motions
Excellent sharpness of motions

Motion execution – sharpness, wrist and arm placement; uniformity; timing

Judge #4

Overall Impression (20 points)

Overall Impression (5 points x 4)

2.5 - 3.0 Lacks enthusiasm and musicality

Many mistakes

Little crowd appeal

Low level of energy

3.0 - 3.5 Disorganized using time

Routine seems off, needs work

Below average crowd appeal

Low energy the majority of the time

Lacks musicality

Slower pace but interesting to watch

3.5 - 4.0 Timing errors, some mistakes, needs to use time effectively

Average crowd appeal

Need to sell routine to crowd

Could use more energy and musicality

4.0 - 4.5 Good routine, could use some fine tuning

Above average crowd appeal

Uses most of the time effectively

Majority of energy level and musicality is good but slows occasionally

4.5 - 5.0 Clean, solid routine

Strong crowd appeal

Used time effectively

Exciting to watch, appears effortless and natural

High level of energy by full team, strong musicality

Overall impression includes enthusiasm, energy, musicality, and crowd appeal.

Appropriate stunting and tumbling can be used to enhance the routine. Musicality is the rhythm, tempo, mood, and expression used to go along with the school fight song.

Cleanliness of the routine, along with poise, confidence, and visual creativity.