



Indiana Cheer Championship Tumbling Score Sheet

STANDING TUMBLING

	Maximum Score	Score	
Variety	10		9.0-10: three or more different skills demonstrated by a majority of the team 5.0-8.9: two different skills demonstrated by a majority of the team 1.0-4.9: one skill demonstrated by a majority of the team 0 : No demonstrated skills (Majority = half of squad +1)
Execution/ Synchronization/ Timing	10		High Level of Perfection (technique, timing, landing) Strong Height of Skills Good Body Lines/Form Creativity Synchronization of Skills 9.0-10 Constantly; 7.0-8.9 Frequently; 5.0-6.9 Sometimes; 3.0-4.9 Rarely; 0-2.9 Seldom
Difficulty	10		9.0-10: Elite skills by majority of squad or more and/or Advanced skills by full squad 6.0-8.9: Advanced skills by majority of squad and/or Intermediate skills by full squad 4.0-5.9: Advanced skills by less than majority of squad and/or Intermediate skills by majority of squad 0-3.9: Intermediate skills by less than majority and/or Beginning skills

STANDING TUMBLING: Anything out of a stationary position or steps taken backward (Examples below, but not limited to):
Elite: Standing Passes including Full Twisting skills, Standing BHS to full, Standing full
Advanced: Back Tucks, BHS Back Tucks, BHS to Layout position, Jump/Tuck Combination, Jump/BHS/Tuck Combination
Intermediate: Single Backhandspring (BHS), Series BHS, Jump BHS Combination
Beginner: Forward/Backward Rolls, Front/Back Walkovers, Cartwheels
 Comments:

RUNNING TUMBLING

	Maximum Score	Score	
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Execution/ Synchronization/ Timing	10		High Level of Perfection (technique, timing, landing) Strong Height of Skills Good Body Lines/Form Creativity Synchronization of Skills 9.0-10 Constantly; 7.0-8.9 Frequently; 5.0-6.9 Sometimes; 3.0-4.9 Rarely; 0-2.9 Seldom
Difficulty	10		9.0-10: Elite skills by majority of squad or more and/or Advanced skills by full squad 6.0-8.9: Advanced skills by majority of squad and/or Intermediate skills by full squad 4.0-5.9: Advanced skills by less than majority of squad and/or Intermediate skills by majority of squad 0-3.9: Intermediate skills by less than majority and/or Beginning skills

RUNNING TUMBLING: Anything with forward and/or backward momentum:
Elite: Layout, Arabian, Single Full Twisting Skills, Specialty Passes that may include Twisting skills
Advanced: Anything aerial, Roundoff BHS Tuck, Punch Front, Front Tumbling in Combination
Intermediate: Roundoff BHS, Roundoff Tuck, Front Handspring
Beginner: Cartwheel, Roundoff, Running Front Walkover
 Comments:

OVERALL ROUTINE IMPRESSION

	Maximum Score	Score	
	10		Judges discretion - overall routine impression including energy level and showmanship (Average performances will score 5 points)

TOTAL	70	
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