



INDIANA CHEER CHAMPIONSHIP

CHEERING SKILLS AND JUMPS SCORE SHEET

CHEER INCORPORATION

Maximum Score

Motion Technique/ Execution	10	8.0-10: Very strong technique/strong use of moves/ sharp precise movements 4.0-7.9: Good/some weak arms/ bent wrists 0-3.9: Average to minimal variety/incorrect arm placement/flying arms/lacks body control
Crowd Appeal/ Voices	10	Positive sportsmanship Appropriate words Strong voices relative to total number of cheerleaders Genuine spirit Good expressions Strong energy level throughout entire routine 9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom
Choreography/ Synchronization/ Timing	10	Good tempo Good routine flow Creative motions performed with good clarity and timing Strong incorporation of words and motions performed simultaneously Variety of levels 9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom

Comments:

JUMPS

Maximum Score

Variety	10	10.0 Four Types of Jumps demonstrated by the Full Squad 8.0 Three Types of Jumps demonstrated by the Full Squad 6.0 Two Types of Jumps demonstrated by the Full Squad 4.0 One Type of Jump demonstrated by the Full Squad 2.0 Less than Full Squad Jumps <i>These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)</i>
Execution/ Synchronization/ Timing	10	High Level of Perfection (technique, timing, landing) Strong Height of Jumps Good Body Lines/Form (arms, chest, toes) Flexibility Synchronization of Skills 9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom
Difficulty	10	9.0-10: Full Squad Elite jumps performed simultaneously 7.0-8.9: Full Squad Advanced jumps performed simultaneously 5.0-6.9: Full Squad Intermediate jumps performed simultaneously 2.0 – 4.9: Beginning jumps performed simultaneously 0: No Demonstrated Skills *Coed Squads are NOT required to include males in full squad jumps but may choose to do so.

JUMPS: Individual skill performed with both feet simultaneously off the performance floor (Examples below, but not limited to):

Elite: Double Toe Touch, Combination Advanced Jumps

Advanced: Toe Touch, Front Hurdler, Pike, Double Nines, Combination Intermediate Jumps

Intermediate: Herkie, Side Hurdler, Combination Beginner Jumps

Beginner: Spread Eagle, Double Hook, Tuck

Comments:

Maximum Score

OVERALL IMPRESSION	10	Judges discretion - overall routine impression including sustained energy level and showmanship. (Average performances will score 5 points)
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TOTAL	70
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