



# INDIANA CHEER CHAMPIONSHIP

## TUMBLING SCORE SHEET

### STANDING TUMBLING

Maximum Score

Execution	10	High Level of Perfection (technique, landing) Strong Height of Skills when appropriate Clear Body Lines/Form Clean Entry and Landing 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 Squad Elite Skills 8.0 - 8.9 Squad Advanced Skills 7.0 - 7.9 Squad Intermediate Skills 6.0 - 6.9 Squad Beginner Skills 2.0 - 5.9 Skills by Less Than a Majority 0 No Demonstrated Skills

STANDING TUMBLING: Anything out of a stationary position or steps taken backward :

**Elite:** Standing full, Standing BHS to full, Standing Passes including Full Twisting skills, Triple-Advanced-Jump/Tuck Combination.

**Advanced:** Jump/Tuck Combination, BHS to Layout position, BHS Back Tucks, Jump/BHS/Tuck Combination, Cartwheel Back Tuck, Back Tucks

**Intermediate:** Jump/BHS Combination, Series BHS, Single Backhandspring (BHS), Cartwheel BHS

**Beginner:** Front/Back Walkovers, Standing Cartwheel (a single step into a Cartwheel), Forward/Backward Rolls

### RUNNING TUMBLING

Maximum Score

Execution	10	High Level of Perfection (technique, landing) Strong Height of Skills when appropriate Clear Body Lines/Form Clean Entry and Landing 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 Squad Elite Skills 8.0 - 8.9 Squad Advanced Skills 7.0 - 7.9 Squad Intermediate Skills 6.0 - 6.9 Squad Beginner Skills 2.0 - 5.9 Skills by Less Than a Majority 0 No Demonstrated Skills

RUNNING TUMBLING: Anything with forward and/or backward momentum (Examples below, but not limited to):

**Elite:** Specialty Passes that may include: Twisting skills, Single Full Twisting Skills, Arabian, 2 backward Aerial skills

**Advanced:** (Anything aerial) Layout, Roundoff BHS Tuck, Punch Front, Roundoff Tuck

**Intermediate:** Roundoff BHS, Front Handspring, Roundoff BHS Series

**Beginner:** Running Front Walkover, Roundoff, Running Cartwheel (adding steps and/or a hurdle in front of a cartwheel)

Tumbling Synchronization/ Timing <small>Considering both Standing and Running</small>	10	Synchronization of Skills Skills performed with good visual clarity Consistency & Precision throughout the routine  9.1-10 Constantly; 6.1-9.0 Frequently; 4.1-6.0 Sometimes; 2.1-4.0 Rarely; 0-2.0 Seldom
Tumbling Variety <small>Considering both Standing and Running</small>	10	10.0 Four skills demonstrated by a majority of the Squad 8.0 Three skills demonstrated by a majority of the Squad 6.0 Two skills demonstrated by a majority of the Squad 4.0 One skill demonstrated by a majority of the Squad 2.0 Tumbling Skills demonstrated by less than a majority of the squad  <i>These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)</i>

Comments:

Maximum Score

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

\*Majority is any number more than half your total squad members.