



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional

CHEER

Judge: _____

Team: _____
 Division: _____
 Performance: _____ Comp Year: _____

Cheer Score			
Driver	Score	Max Score	Judge Comments
Crowd Engagement	Strong Voice (volume, projection)	1	
	Vocal Enhancements (inflection, ad libs)	1	
	Good Pace/Flow	1	
	Genuine Spirit	1	
	Consistent Engagement	1	
	Crowd Engagement	5	
Leading Material	Props Easy to Read/Follow	1	
	Uniformity of Style	1	
	Props Enhance Crowd Engagement	1	
	Creative	1	
	Strong Technique	1	
	Proper Use of Crowd Leading Material	5	
Cheer Motions	Precise Placement	1	
	Precise Technique (strong arms/straight wrists)	1	
	Precise Synchronization	1	
	Motions Enhance Crowd Engagement	1	
	Incorporation of Footwork	1	
	Cheer Motions	5	
Stunts	Stunts Enhance Crowd Engagement	2.5	
	Clean/Clear Transitions In & Out of Stunts	2.5	
	Proper Use of Stunts	5	
Cheer Execution	Precise/ Sharp Movements	1	
	Precise/Sharp Skills (jumps, tumbling, kicks, stunts)	1	
	Precise Synchronization	1	
	Precise Spacing	1	
	Clean/Clear Transitions	1	
	Showmanship	1	
	Confidence	1	
	Natural, Excited Faces & Smiles	1	
	Energy Maintained	1	
	Absence of Mistakes	1	
	Cheer Execution	10	
TOTAL SCORE		30	



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional

DANCE & ROUTINE FORMATIONS & TRANSITIONS

Judge: _____

Team: _____
 Division: _____
 Performance: _____ Comp Year: _____

Dance Score (a minimum of ONE 8-ct of continuous dance by majority of team is required to score)				
Driver		Score	Max Score	Judge Comments
Difficulty	Strong Pace		1	
	Use of Levels		1	
	Formation Changes		1	
	Intricate Movements		1	
	Incorporation of footwork		1	
	Dance Difficulty		5	
Execution	Sharp/Precise Movements		0.5	
	Perfect Motion Technique		0.5	
	Precise Synchronization		0.5	
	Strong Control of Tempo/Rhythm		0.5	
	Visual Appeal		0.5	
	Showmanship		0.5	
	Confidence		0.5	
	Natural, Excited Faces & Smiles		0.5	
	Energy Maintained		0.5	
	Creative		0.5	
	Dance Execution		5	
Dance Score			10	
Routine Formations/Transitions				
Execution Driver		Execution	Max Score	Judge Comments
Formations	Clear/Easily Seen		0.5	
	Good Spacing		0.5	
	Variety (using levels, different shapes, etc)		0.5	
	Appropriate Use of Floor		0.5	
	Formations enhance the routine		0.5	
Transitions	Clean Movement		0.5	
	Creative		0.5	
	Good Pace		0.5	
	Minimal Downtime		0.5	
	Strong Coordination between Visual Elements		0.5	
Formations/Transitions Score			5	
TOTAL SCORE			15	



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional TUMBLING & JUMPS

Judge: _____

Team: _____
Division: _____
Performance: _____ Comp Year: _____

TUMBLING EXECUTION			
Execution Driver		Score	Max Score
Few (≤50%) 0.1 - 0.3 Majority (> 50%) 0.4-0.7 Most - Full (≥ 75%) 0.8 - 1.0			
STANDING	Clear Body Lines		1
	Strong Technique (solid block, high set, squeezed legs)		1
	Clean Entry		1
	Clean Landing		1
	Correct Skill Form		1
Standing Tumbling Execution			5
RUNNING	Clear Body Lines		1
	Strong Technique (solid block, high set, squeezed legs)		1
	Clean Entry		1
	Clean Landing		1
	Correct Skill Form		1
Running Tumbling Execution			5
Tumbling Execution Score			10

JUMP EXECUTION			
Execution Driver		Score	Max Score
Few (≤50%) 0.1 - 0.3 Majority (> 50%) 0.4-0.7 Most - Full (≥ 75%) 0.8 - 1.0			
Toes Pointed			1
Legs Straight			1
Hips Rotated			1
Proper Placement (Legs & Arms)			1
Back Straight/Chest Up			1
Jump Execution Score			5

OVERALL TUMBLING & JUMP IMPACT			
Execution Driver		Execution Score	Max Score
Few (≤50%) 0.1 - 0.2 Majority (> 50%) 0.3 Most - Full (≥ 75%) 0.4 - 0.5			
Showmanship	Confident/Natural		0.5
	Energy Maintained Throughout		0.5
	Genuine Crowd Presence		0.5
Tumbling	Team Synchronized		0.5
	Variety of Skills		0.5
	Spacing/Formations		0.5
	Routine Enhancing		0.5
Jumps	Team Synchronized		0.5
	Spacing/Formations		0.5
	Routine Enhancing		0.5
Impact Score			5
TOTAL SCORE			20



Judge: _____

Team: _____

Division: _____

Performance: _____ Comp Year: _____

TUMBLING DIFFICULTY

0.3	0.5	0.8	1.0	1.3	1.5	2.0	2.5	3.0	3.5	3.8	4.0	4.5	5.0
Rolls	Cartwheels	Roundoffs	Series including cartwheels, Roundoffs	Walkover	Series including walkovers	Side Aerials	Series including side aerials	Single Jump handsprings	Standing Tucks	Roundoff Tucks	Roundoff Back Handspring Tucks/Flips	Layouts (stretched out)	Standing Fulls
Handstands	Combination including handstands					Handsprings	Front flips	Standing/Running Series including handsprings	Standing series including Tucks/Flips	Single Jump Tucks	Series not already listed including Tucks/Flips	Series including Layouts	Series including twists (full or Arabian)
											Whipback		
Series including directional changes (airborne to airborne) or including flip/aerial to airborne skill will increase score 1/2 point. Score will not exceed 5.0													

# skills each level														
Skill Calculation														
enter # athletes	TEAM SIZE					Judges Notes:								
	DIFFICULTY													
			Total Difficulty Score = Skill Points divided by # of athletes											



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional STUNTS & PYRAMIDS

Judge: _____

Team: _____
Division: _____
Performance: _____ Comp Year: _____

GROUP STUNTS EXECUTION				
Execution Driver	Execution Score	Max Score	Judge Comments	
Strong Top Person Technique - locked legs		1		
Strong Top Person Technique - motions / body positions		1		
Strong Base Technique - locked arms		1		
Strong Base Technique - use of legs		1		
Strong Technique - tight core		1		
Perfect Control		1		
Correct Dismount & Tosses Technique		1		
Perfect Synchronization / Timing		1		
Perfect Spacing		1		
Cleanly Performed Higher Skills in Difficulty Level		1		
Group Stunts Execution Score		10		

PYRAMIDS EXECUTION				
Execution Driver	Execution Score	Max Score	Judge Comments	
Strong Top Person Technique - locked legs		1		
Strong Top Person Technique - motions / body positions		1		
Strong Base Technique - locked arms		1		
Strong Base Technique - use of legs		1		
Strong Technique - tight core		1		
Perfect Control		1		
Perfect Transitions		1		
Perfect Synchronization / Timing		1		
Perfect Spacing		1		
Cleanly Performed Higher Skills in Difficulty Level		1		
Pyramids Execution Score		10		

OVERALL STUNT & PYRAMIDS IMPACT					
Execution Driver	Execution Score	Max Score	Judge Comments		
Variety: number of skill categories performed in stunts OR pyramids (0.2 per category, max 5)		1	Circle Categories Observed:	Inversion	Release Tosses
STUNTS	Personnel: min # of bases/bracers used, max # of athletes used	0.5			
	Formations: clear/easily seen, variety, appropriate use of floor	0.5			
	Transitions: creative stunt sequences, minimal downtime	0.5			
	Showmanship: engaging, energy maintained	0.5			
PYRAMIDS	Personnel: min # of bases/bracers used, max # of athletes used	0.5			
	Formations: clear/easily seen, variety, appropriate use of floor	0.5			
	Transitions: creative stunt sequences, minimal downtime	0.5			
	Showmanship: engaging, energy maintained	0.5			
Impact Score		5			
TOTAL SCORE		25			



Judge: _____

Team: _____

Division: _____

Performance: _____

Comp Year: _____

GROUP STUNT/PYRAMID DIFFICULTY

DEFINITION						
INVERSION STYLE	RELEASE STYLE	TWISTING STYLE	DISMOUNT STYLE	OTHER STUNTS <small>single based skills performed as coed will drop down a level</small>	TOSSES	PYRAMIDS
Single based bump ups: All Girl +1 level (except pyramids)						
BEGINNER LEVEL						
To ground without release	To below prep (vertical/horizontal)	1/2 twist to below prep	Straight to ground	Below prep level (vertical/horizontal) Prep level (vertical/horizontal) -- includes shoulder level		Braced BEGINNER Stunt Skills
		1/4 to any skill	To below prep	T-lift/Russian lift Prep single leg+		Extended 2 leg and/or prep level single leg+ with bracer(s) at prep level or below
			Straight cradle from prep (1 or 2 leg)	Show n go (1 or 2 legs) Assisted chair		Extended single leg+ with bracer(s) at prep level or below
Braced NOVICE release/twisting/inversion stunt skills						
NOVICE LEVEL (single leg = target, torch, lb, or hitch. Any other leg position is considered a single leg w/body position)						
To below prep without release	To prep (vertical/horizontal)	Less than full to prep or extended	Straight cradle from extended+	Extended level (vertical/horizontal)	Straight ride	BEGINNER pyramid performed with single base
			Up to 1/2 twist	Extended single leg	Ball Arch / Ball-X Arch Pretty Girl Arch	Braced roll to below prep level
					Pike Arch Kick	Braced flip to below prep
To ground with release	BEGINNER release with 1/2 + twist	Modified full to prep or extended	Full twist from prep or below	Unassisted chair	Toe Touch	Braced INTERMEDIATE release/twisting/inversion stunt skills
INTERMEDIATE LEVEL						
To prep without release	To extended (vertical/horizontal) High to low (1 or 2 leg)	Full to prep	Full twist from extension	Extended single leg with body position	Full Twist	NOVICE pyramid performed with single base
		1/2 to extended single leg+	Full to 1½ twist from extended single leg	Single base hands		Braced roll to prep level
						Vertical top person performs braced release with hip passing above extended level without twist to prep
To below prep with release	NOVICE release with 1/2 + twist	Modified full to extended single leg+				Braced flip from below prep to prep or above
						Braced flip to below prep with 1/2+ twist
						Braced SKILLED release/twisting/inversion stunt skills
SKILLED LEVEL						
To extended+ without release	To extended single leg+ (switch up)	Full to extended	2+ trick without twist	Press extended single base hands	2+ trick without twist not previously defined	INTERMEDIATE pyramid performed with single base
		Prep to prep full	Full to 1½ twist from extended single leg body position	Unassisted INTERMEDIATE single based skills o		Extended single leg+ with bracer(s) at extended single leg+
						Braced roll to extended level
To prep from below prep+ with release	INTERMEDIATE release with 1/2 + twist	High to low (1 or 2 leg)				Vertical top person performs braced release with hips passing above extended level without twist to extended
		Full to extended single leg				Braced flip from prep to prep
						Braced flip from below prep to prep or above with 1/2+ twist
						Back handspring (inversion) with release to prep or below
						Braced ADVANCED release/twisting/inversion stunt skills
ADVANCED LEVEL						
To extended+ from below prep+ with release	Low to high - single leg switch foot ending in single leg+	Low to high full to extended+	2 trick including twist	Single base hands+ with release	2 trick including twist	SKILLED pyramid performed with single base
				Straight to extended single base hands		Vertical top person performs braced release with hips passing above extended with twist to prep
				Press extended single base single leg+ (main base or coed grip)		Braced flip from prep+ to extended
Handstand to prep with release	High to high - single leg switch foot ending in single leg+	Full to extended single leg body position				Braced flip from prep to prep with 1/2 twist +
To prep from ground with release	SKILLED release with 1/2 + twist	1 1/2+ to extended (2 leg)		Unassisted SKILLED single based skills		Braced EXPERT release/twisting/inversion stunt skills
EXPERT LEVEL						
To extended+ from ground with release (with or without twist)	Low to high - body position switch foot to body position	1 1/2+ to extended single leg+	3+ trick including twist	Straight to extended single base single leg+ (main base or coed grip)	3+ trick including twist	ADVANCED pyramid performed with single base
				Unassisted ADVANCED single based skills+		Vertical top person performs braced release with hips passing above extended level with twist to extended
Handstand to extended+ with release	High to high - body position switch foot to body position	High to High ending in 2 leg				Braced flip from ground to extended+
ADVANCED inversion with 1/2 +Twist	ADVANCED release with 1/2 + Twist	High to High ending in single leg+				Braced flip from prep or above to extended with 1/2 twist +
						Back handspring (inversion) with release to extended+
						Braced EXPERT+ release/twisting/inversion stunt skills

GROUP STUNT - DIFFICULTY

1<few < 50% | majority ≥ 50% | most ≥ 75% | full = 100%

	Group Stunt Base Score		Group Stunt Bonus (max 1)			
	4 Majority	4 Most+	Few	Majority	Most	Full
Beg	0.5	1.5	No Points			
Novice	2.0	3.0				
Inter	3.5	4.5				
Skilled	5.0	6.0	0.1	0.2	0.4	0.6
Adv'd	6.5	7.5	0.2	0.4	0.6	0.8
Expert	8.0	9.0	0.4	0.6	0.8	1.0

Group Stunt Base Score	Group Stunt Bonus (max 1)

Group Stunts Difficulty Score (Max Score = 10)

PYRAMID DIFFICULTY

Pyramid Base Score	Max 1	Bracer Bonus - Scoring Pyramid 1	Max 1
No connected elements	0	Double Braced at Top	0.1
2 Beg OR 1 Pyr Any Level	0.1	Single Braced at Start	0.2
2 Novice OR 1 Novice & 1 Beg	1.1	Single Braced at Top	0.3
1 Inter & 1 Novice	2.1	Bracer Bonus - Scoring Pyramid 2	Max 1
2 Inter OR 1 Skilled & 1 Novice	3.1	Double Braced at Top	0.1
1 Skilled & 1 Inter	4.1	Single Braced at Start	0.2
2 Skilled OR 1 Adv'd & 1 Inter	5.1	Single Braced at Top	0.3
1 Adv'd & 1 Skilled	6.1	Transition Bonus	Max 1
2 Adv'd OR 1 Expert & 1 Skilled	7.1	2 Variety of Transition Skills	0.1
1 Expert & 1 Adv'd	8.1	3+ Variety of Transitions Skills	0.2
2+ Expert	9.1	Quantity Bonus	Max 1
		3+ Pyramids in Scoring Range	0.1

Pyramid Base Score	Bracer P1	Bracer P2	Transition	Quantity

Pyramids Difficulty Score (Max Score = 10)