



Wisconsin Association of Cheer & Pom Coaches, Inc.

Coed 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, kicks, tumbling, 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	



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DANCE & ROUTINE FORMATIONS & TRANSITIONS

Judge: _____

Team: _____
 Division: _____
 Performance: _____ Comp _____

Dance Score (a minimum of ONE 8-ct of continuous dance from available athletes is required to score)

Driver		Score	Max Score	Judge Comments
Dance 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	

Routine Formations/Transitions

Execution Driver		Execution Score	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			10	



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TUMBLING & JUMPS

Judge: _____

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

TUMBLING EXECUTION				
Execution Driver		Score	Max Score	Judge Comments
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	Judge Comments
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	Judge Comments
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: _____

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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		<p>Total Difficulty Score = Skill Points divided by # of athletes</p>										
												Tumbling Difficulty Score	
													/10

JUMP DIFFICULTY

JUMP DEFINITIONS

LEVEL	BASE SCORE	LEVEL DEFINITIONS AND VARIETY
EXPERT	4.1	3+ Connected different novice jumps + 1 Single Novice jump. 4 Different Jump Skills Shown
ADVANCED	3.1	3+ Connected novice jumps + 1 Novice; 3 Different Jump Skills Shown
INTERMEDIATE	2.1	2 Connected jumps (not previous defined) + 1 Single Novice Jump; 2 Different Jump Skills Shown
NOVICE	1.1	Connected Beginner Jumps or Toe Touch, Front/Side Hurdler, Pike, Double 9, Herkie; 2 Different Jump Skills Shown
BEGINNER	0.1	Star, Tuck, Double Hook; 2 Jumps Shown

few ≤ 50% | majority > 50% | most ≥ 75% | full = 100%

Bonus (harder skill will drive bonus)		Jumps Base Score	Jump Bonus Score
0.9	Full Team + Full Team		
0.8	Full Team + Most Team		
0.7	Full Team + Majority Team		
0.6	Full Team + Few Team		
0.5	Most Team + Most Team ⁺		
0.4	Most Team + Majority Team		
0.3	Most Team + Few Team		
0.2	Majority Team + Majority Team ⁺		
0.1	Majority Team + Few Team		
0.0	Few Team + Few Team ⁺		
0.0	Single Jump Skill Occurrence		
0.0	Level Variety Not Met		

Jump Difficulty Score

	/5
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OVERALL TUMBLING & JUMP DIFFICULTY SCORE

	/15
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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 Twisting Dismounts Other Stunts Tosses Coed		
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			



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GROUP & COED STUNT/PYRAMID DIFFICULTY**DEFINITION**

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	COED	PYRAMIDS
Single base bump ups (for inversions/releases/twists) : All Girl + 1 level & Coed +2 level Does not apply to pyramids				NOT COED			**Pyramid skills are coed, unless specified**
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)		Shoulder Sit	Braced DOUBLE-BASED Stunt Skills or release/twisting/inversion stunts skills
			To below prep	Prep level (vertical/horizontal)-- includes shoulder level		Shoulder Stand	
		1/4 to any skill	Straight cradle from prep (1 or 2 leg)	T-lift/Russian lift Prep single leg+ Show n go (1 or 2 legs) Assisted chair		Assisted NOVICE coed skills Beginner coed dismounts	
NOVICE LEVEL(single leg = target, torch, lib, 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 Ball Arch / Ball-X Arch Pretty Girl Arch	Chair	Braced FEMALE SINGLE BASED Stunt Skills or release/twisting/inversion stunt skills
To ground with release	BEGINNER release with 1/2 + twist	Modified full to prep or extended	Up to 1/2 twist	Extended single leg	Pike Arch Kick	Assisted INTERMEDIATE coed skills	Extended Level (1 or 2 leg) - walk in or toss up with ONE ARM w/bracer(s) from start
			Full twist from prep or below	Unassisted chair	Toe Touch	Novice coed dismounts	Extended Toss Up W/ BRACER(S) AT TOP
							Braced roll from prep level or below to below prep level
							Braced flip to below prep
							Braced INTERMEDIATE release/twisting/inversion stunt skills
INTERMEDIATE LEVEL							
To prep without release	To extended (vertical/horizontal)	Full to prep				Hands	Extended Single Leg Toss Up w/ BRACER(S) AT TOP
	High to low (1 or 2 leg)	1/2 to extended single leg+	Full twist from extension	Extended single leg with body position		Press Extension	Braced roll from prep level or below to prep level
To below prep with release	NOVICE release with 1/2 + twist	Modified full to extended single leg+	Full to 1½ twist from extended single leg	Single base hands	Full twist	Assisted SKILLED coed skills	Vertical top person performs braced release with hips passing above extended level without twist to prep
						Intermediate coed dismounts	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 (straight = toss or walk in)							
To extended+ without release	To extended single leg+ (switch up)	Full to extended	2+ trick without twist	Press extended single base hands		Straight to extended	Extended single leg+ with bracer(s) at extended single leg (all groups coed)
		Prep to prep full				Press to extended single leg+	Extended Single Arm Toss Up w/ BRACER(S) AT TOP
		High to low (1 or 2 leg)			2+ trick without twist not previously defined	Assisted ADVANCED coed skills	Braced roll from prep level or below to extended level
To prep from below prep+ with release	INTERMEDIATE release with 1/2 + twist	Full to extended single leg	Full to 1½ twist from extended single leg body position	Unassisted INTERMEDIATE single based skills		Skilled coed dismounts	Vertical top person performs braced release with hips passing above extended level without twist to extended
							Braced flip from prep to prep
							Braced flip from ground 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+		Single base hands+ with release		Straight to extended single leg +	Vertical top person performs braced release with hips passing above extended level with twist to prep
Handstand to prep with release	High to high - single leg, switch foot ending in single leg+	Full to extended single leg body position	2 trick including twist	Straight to extended single base hands	2 trick including twist	Press One Arm Extended	Braced flip from prep+ to extended
To prep from ground with release	SKILLED release with 1/2 + twist	1 1/2+ to extended (2 leg)		Press extended single base single leg+		Assisted EXPERT coed skills	Braced flip from prep to prep with 1/2 twist +
				Unassisted SKILLED single based skills		Advanced coed dismounts	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 body position		Straight to extended single base single leg+ (main base or coed grip)		Straight to extended one arm	Vertical top person performs braced release with hips passing above extended level with twist to extended+
		High to high ending in 2 leg					Braced flip from extended to extended
Handstand to extended+ with release	High to high - body position switch foot to body position	High to High ending in single leg+	3+ trick including twist	Press extended single base single leg+ (main base or coed grip)	3+ trick including twist	Straight to extended single leg body position	Braced flip from ground to extended+
							Braced flip from prep+ to extended with 1/2 twist +
ADVANCED inversion with 1/2 +Twist	ADVANCED release with 1/2 + Twist	Double twist to extended+		Unassisted ADVANCED single based skills		Expert coed dismounts	Back handspring (inversion) with release to extended+

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

*** Base Score is based on Coed Stunts only ***

	Coed Stunt Base Score		Group Stunt Bonus (Max 1 - Coed or Quad)			
	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

Pyramid Base Score	Max 1
No connected elements	0
2 Beg OR 1 Pyr Any Level	0.1
2 Novice OR 1 Novice & 1 Beg	1.1
1 Inter & 1 Novice	2.1
2 Inter OR 1 Skilled & 1 Novice	3.1
1 Skilled & 1 Inter	4.1
2 Skilled OR 1 Adv'd & 1 Inter	5.1
1 Adv'd & 1 Skilled	6.1
2 Adv'd OR 1 Expert & 1 Skilled	7.1
1 Expert & 1 Adv'd	8.1
2+ Expert	9.1

Bracer Bonus - Scoring Pyramid 1	Max 1
Double Braced at Top	0.1
Single Braced at Start	0.2
Single Braced at Top	0.3
Bracer Bonus - Scoring Pyramid 2	Max 1
Double Braced at Top	0.1
Single Braced at Start	0.2
Single Braced at Top	0.3
Transition Bonus	Max 1
2 Variety of Transition Skills	0.1
3+ Variety of Transitions Skills	0.2
Quantity Bonus	Max 1
3+ Pyramids in Scoring Range	0.1

Coed Stunt Base Score	Group Stunt Bonus (max 1)

Pyramid Base Score	Bracer P1	Bracer P2	Transition	Quantity

Coed/Group Stunts Difficulty Score (Max Score = 10)

Pyramids Difficulty Score (Max Score = 10)