



Wisconsin Association of Cheer & Pom Coaches, Inc.

Non Tumble

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, 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

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	
TOTAL SCORE			10	



Non Tumble

Jumps & Overall

Judge: _____

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

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	
Routine Formations/Transitions				
Execution Driver		Execution Score	Max Score	Judge Comments
Formations	Clear/Easily Seen		1	
	Good Spacing		1	
	Variety (using levels, different shapes, etc)		1	
	Appropriate Use of Floor		1	
	Formations enhance the routine		1	
Formations Score			5	
Transitions	Clean Movement		1	
	Creative		1	
	Good Pace		1	
	Minimal Downtime		1	
	Strong Coordination between Visual Elements		1	
Transitions Score			5	
TOTAL SCORE			15	



Judge: _____

Team: _____

Division: _____

Performance: _____ Comp Year: _____

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)	
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

Jumps Base Score	Jump Bonus Score

Jump Difficulty Score

	/5
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Non Tumble 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: _____

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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 <small>(single leg = target, torch, lb, or hitch. Any other leg position is considered a single leg w/body position)</small>						
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
To ground with release	BEGINNER release with 1/2 + twist	Modified full to prep or extended	Full twist from prep or below	Unassisted chair	Pike Arch Kick	Braced flip to below prep
					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		NOVICE pyramid performed with single base
		1/2 to extended single leg+	Full to 1¼ twist from extended single leg	Single base hands	Full Twist	Braced roll to prep level
To below prep with release	NOVICE release with 1/2 + twist	Modified full to extended single leg+				Vertical top person performs braced release with hip passing above extended level without twist to prep
					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 1¼ twist from extended single leg body position	Unassisted INTERMEDIATE single based skills o		Extended single leg+ with bracer(s) at extended single leg+
To prep from below prep+ with release	INTERMEDIATE release with 1/2 + twist	High to low (1 or 2 leg)				
		Full to extended single leg			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+	2 trick including twist	Single base hands+ with release Straight to extended single base hands	2 trick including twist	SKILLED pyramid performed with single base
	High to high - single leg switch foot ending in single leg+	Full to extended single leg body position		Press extended single base single leg+ (main base or coed grip)		Vertical top person performs braced release with hips passing above extended with twist to prep
Handstand to prep with release	SKILLED release with 1/2 + twist	1 1/2+ to extended (2 leg)		Unassisted SKILLED single based skills		Braced flip from prep+ to extended
						Braced flip from prep to prep with 1/2 twist +
To prep from ground with release						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
	High to high - body position switch foot to body position	High to High ending in 2 leg		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	ADVANCED release with 1/2 + Twist	High to High ending in single leg+				Braced flip from extended to extended
		Double twist to extended+				Braced flip from ground to extended+
ADVANCED inversion with 1/2 +Twist						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

<i>1 < few < 50% majority ≥ 50% most ≥ 75% full = 100%</i>						
	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				
Adv'd	6.5	7.5	0.1	0.2	0.4	0.6
Expert	8.0	9.0	0.2	0.4	0.6	0.8
			0.4	0.6	0.8	1.0

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

Group Stunt Base Score	Group Stunt Bonus (max 1)

Pyramid Base Score		Bracer P1	Bracer P2	Transition	Quantity

Group Stunts Difficulty Score (Max Score = 10)**Pyramids Difficulty Score (Max Score = 10)**