



# Wisconsin Association of Cheer & Pom Coaches, Inc.

## College 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	
	<b>Crowd Engagement</b>	<b>5</b>	
Leading Material	Props Easy to Read/Follow	1	
	Uniformity of Style	1	
	Props Enhance Crowd Engagement	1	
	Creative	1	
	Strong Technique	1	
	<b>Proper Use of Crowd Leading Material</b>	<b>5</b>	
Cheer Motions	Precise Placement	1	
	Precise Technique (strong arms/straight wrists)	1	
	Precise Synchronization	1	
	Motions Enhance Crowd Engagement	1	
	Incorporation of Footwork	1	
	<b>Cheer Motions</b>	<b>5</b>	
Stunts	Stunts Enhance Crowd Engagement	2.5	
	Clean/Clear Transitions In & Out of Stunts	2.5	
	<b>Proper Use of Stunts</b>	<b>5</b>	
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	
	<b>Cheer Execution</b>	<b>10</b>	
<b>TOTAL SCORE</b>		<b>30</b>	



# Wisconsin Association of Cheer & Pom Coaches, Inc.

## College Coed

### DANCE & ROUTINE FORMATIONS & TRANSITIONS

Judge: \_\_\_\_\_

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Performance: \_\_\_\_\_ Comp \_\_\_\_\_

Year: \_\_\_\_\_

#### 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	
	<b>Dance Execution</b>		<b>5</b>	

#### 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	
<b>Formations/Transitions Score</b>			<b>5</b>	
<b>TOTAL SCORE</b>			<b>10</b>	



# Wisconsin Association of Cheer & Pom Coaches, Inc.

## College Coed

### 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: \_\_\_\_\_

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		<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. <b>4 Different Jump Skills Shown</b>
ADVANCED	3.1	3+ Connected novice jumps + 1 Novice; <b>3 Different Jump Skills Shown</b>
INTERMEDIATE	2.1	2 Connected jumps (not previous defined) + 1 Single Novice Jump; <b>2 Different Jump Skills Shown</b>
NOVICE	1.1	Connected Beginner Jumps or Toe Touch, Front/Side Hurdler, Pike, Double 9, Herkie; <b>2 Different Jump Skills Shown</b>
BEGINNER	0.1	Star, Tuck, Double Hook; <b>2 Jumps Shown</b>

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 <sup>+</sup>		
0.4	Most Team + Majority Team		
0.3	Most Team + Few Team		
0.2	Majority Team + Majority Team <sup>+</sup>		
0.1	Majority Team + Few Team		
0.0	Few Team + Few Team <sup>+</sup>		
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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# Wisconsin Association of Cheer & Pom Coaches, Inc.

## College Coed 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	
<b>Group Stunts Execution Score</b>		<b>10</b>	

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	
<b>Pyramids Execution Score</b>		<b>10</b>	

OVERALL STUNT & PYRAMIDS IMPACT			
Execution Driver	Execution Score	Max Score	Judge Comments
Variety: number of skill categories performed in stunts OR pyramids ( <b>0.2 per category, max 5</b> )		1	Circle Categories Observed: Inversion Release Twisting Dismounts Other Stunts Tosses Coed
<b>STUNTS</b>	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	
<b>PYRAMIDS</b>	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	
<b>Impact Score</b>		<b>5</b>	
<b>TOTAL SCORE</b>		<b>25</b>	



Judge: \_\_\_\_\_

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Performance: \_\_\_\_\_

Comp Year: \_\_\_\_\_

## COLLEGE COED GROUP &amp; COED STUNT/PYRAMID DIFFICULTY

DEFINITION							
INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	COED	PYRAMIDS
**AG Assisted & Coed Unassisted Single Base = Bump up 1 level** **Coed Assisted Single Base = No Bump up**				**Single based skills are ASSISTED unless specified**		**Coed skills are UNASSISTED, unless specified**	**Pyramids skills are 2 1/2 high, unless specified**
BEGINNER LEVEL							
To prep or below without release	To extended or below (vertical/horizontal)	Less than full to any level	Straight to ground	Shoulder Stand / Sit	Straight ride	Shoulder Sit / Stand  Chair	Any level 2 high pyramids - performed double or single based (including braced BEGINNER, NOVICE, INTERMEDIATE, SKILLED, ADVANCED or EXPERT skills)
		Full to prep	To below prep	Quad Based Stunts (any level, 1 or 2 leg)	One Trick (with or without twist)	Hands	
To below prep or below with release	High to low (1 or 2 leg)	Modified full to any level	Straight cradle from any level	Assisted or Unassisted chair Single base hands	Two Trick (without twist)	Press Extension  Assisted NOVICE coed skills Beginner coed dismounts	
			Full to 1½ twist from any level				
NOVICE LEVEL (straight = toss or walk in)							
To extended+ without release	To extended single leg+ (switch up)	Full to extended  Prep to prep full	2+ trick without twist	Press extended single base hands		Straight to extended	Step up to 2 1/2 high pyramids
		High to low (1 or 2 leg)			2+ trick with <u>one</u> twist	Press to extended single leg+	
To prep from below prep+ with release	BEGINNER release with 1/2 + twist	Full to extended single leg	Full to 1½ twist from extended single leg body position	Unassisted BEGINNER single based skills		Assisted INTERMEDIATE coed skills	Dismount landing in cradle without twist
						Novice coed dismounts	
INTERMEDIATE 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 1 twist	Single base hands+ with release		Straight to extended single leg +	Pitch up with brace to 2 1/2 high
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 (double down) from prep level (1 or 2 leg)	Straight to extended single base hands	2+ trick with <u>two</u> twists	Press One Arm Extended (1 or 2 leg)	
To prep from ground with release	NOVICE release with 1/2 + twist	1 1/2+ to extended (2 leg)	Front flip	Press extended single base single leg+ Unassisted NOVICE single based skills		Assisted SKILLED coed skills Intermediate coed dismounts	Dismount landing on ground
SKILLED LEVEL							
To extended+ from ground with release (with or without twist)	Low to high - single leg, switch foot ending in body position	1 1/2+ to extended single leg body position	2 trick (double down) from extended level (1 or 2 leg)	Press extended single base single leg+ (main base or coed grip)	Tuck Flip	Straight to extended one arm (2 leg)	Pitch up with release without brace to 2 1/2 high
Handstand prep to extended (2 legs) with release	High to high - single leg, switch foot ending in body position	High to high ending in 2 leg		Press extended one arm (1 or 2 legs)		Straight to extended single leg body position	Roll dismount with brace
INTERMEDIATE inversion with 1/2 + Twist	INTERMEDIATE release with 1/2 + Twist	High to High ending in single leg+	Back flip	Unassisted INTERMEDIATE single based skills	Tuck Flip +1 Trick (no twist)	Assisted ADVANCED coed skills Skilled coed dismounts	Full up from prep level to 2 1/2 high Inversion/Flip without release to 2 1/2 high Full down dismount to cradle or ground
ADVANCED LEVEL							
Handstand prep to extended single leg+ with release	Low to high - body position switch foot to body position	High to High body position to body position	Front flip with 1/2 twist	Straight to extended single base single leg+ (main base or coed grip)	Tuck Flip + 1 Trick (with twist)	Straight to extended one arm (1 leg)	Full up from prep level to 2 1/2 high
Ground inversion to prep level handstand	High to high - body position switch foot to body position			Straight to extended one arm (2 legs)	Layout		Inversion with flip from prep level with release to 2 1/2 high
Rewind to prep (1 or 2 leg)				Unassisted SKILLED single based skills	Pike Open Flip	Advanced coed dismounts	Flip dismount (front or back)
Prep to prep flip							
SKILLED inversion with 1/2 + Twist	SKILLED release with 1/2 + Twist	Double twist to extended+	Back flip with 1/2 twist				
EXPERT LEVEL							
Handstand extended+ to extended+ with release							Full up from ground to 2 1/2 high
Ground inversion to extended level handstand	ADVANCED release with 1/2 + Twist	Refer to skills in other categories for EXPERT determination	Front flip with full twist	Straight to extended one arm (1 leg)	Layout or pike open flip +1 trick	Refer to skills in other categories for EXPERT determination	Inversion/ flip from ground to 2 1/2 high with release
Rewind to extended+ (1 or 2 leg)							Full up/inversion/flip transition in 2 1/2 to 2 1/2 high
Prep to extended flip							
ADVANCED inversion with 1/2 + Twist			Back flip with full twist	Unassisted ADVANCED single based skills	Layout + Full Twist		Flip with 1/2 + twist dismount
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+			
Beg		0.5		1.5			
Novice		2.0		3.0			
Inter		3.5		4.5			
Skilled		5.0		6.0		0.1	
Adv'd		6.5		7.5		0.2	
Expert		8.0		9.0		0.4	
						0.6	
						0.8	
						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			
</							