Wisconsin Association of Cheer & Pom Coaches, Inc.
College All Girl
CHEER

Judge: _____

_____

Team: _____

Division: _____

Performance: _____ **Comp Year:** _____

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.
College All Girl
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**	

College All Girl
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**	

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 athetes*

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

OVERALL TUMBLING & JUMP DIFFICULTY SCORE	
	/15

Team: _____

Judge: _____   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 Twisting Dismounts Other Stunts 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**	

COLLEGE GROUP STUNT/PYRAMID DIFFICULTY

DEFINITION

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
	AG Single Base = Bump up 1 level			**Single based skills are ASSISTED unless specified**		**Pyramids skills are 2 1/2 high, unless specified**

BEGINNER LEVEL

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
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	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)	
			Straight cradle from any level			
To below prep or below with release	High to low (1 or 2 leg)	Modified full to any level	Full to 1¼ twist from any level	Assisted or Unassisted chair Single base hands	Two Trick (without twist)	

NOVICE LEVEL (straight = toss or walk in)

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
To extended+ without release	To extended single leg+ (switch up)	Full to extended	2+ trick without twist	Press extended single base hands		Step up to 2 1/2 high pyramids
		Prep to prep full			2+ trick with one twist	
		High to low (1 or 2 leg)				
To prep from below prep+ with release	BEGINNER release with 1/2 + twist	Full to extended single leg	Full to 1¼ twist from extended single leg body position	Unassisted BEGINNER single based skills		Dismount landing in cradle without twist

INTERMEDIATE LEVEL

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
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		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 two twists	
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+		Dismount landing on ground
				Unassisted NOVICE single based skills		

SKILLED LEVEL

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
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	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)		Roll dismount with brace
		High to High ending in single leg+				Full up from prep level to 2 1/2 high
			Back flip		Tuck Flip +1 Trick (no twist)	Inversion/Flip without release to 2 1/2 high
INTERMEDIATE inversion with 1/2 +Twist	INTERMEDIATE release with 1/2 + Twist	Double twist to extended+		Unassisted INTERMEDIATE single based skills		Full down dismount to cradle or ground

ADVANCED LEVEL

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
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)	Full up from prep level to 2 1/2 high
Ground inversion to prep level handstand						
Rewind to prep (1 or 2 leg)	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
Prep to prep flip			Back flip with 1/2 twist	Unassisted SKILLED single based skills	Pike Open Flip	Flip dismount (front or back)
SKILLED inversion with 1/2 + Twist	SKILLED release with 1/2 + Twist	Double twist to extended+				

EXPERT LEVEL

INVERSION	RELEASE	TWISTING	DISMOUNT	OTHER STUNTS	TOSSES	PYRAMIDS
Handstand extended+ to extended+ with release			Front flip with full twist	Straight to extended one arm (1 leg)	Layout or pike open flip +1 trick	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				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
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

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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				
Novice	2.0	3.0		No Points		
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

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)