

Cheer Score

| Cheer Score |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | Driver | Score | Max | Judge Comments |
|  | Pace |  | 2 |  |
|  | Flow |  | 2 |  |
|  | Voice |  | 2 |  |
|  | Maximum crowd coverage |  | 2 |  |
|  | Ability to elicit crowd response |  | 2 |  |
|  | Crowd Effectiveness |  | 10 |  |
| $\begin{aligned} & \text { 은 } \\ & \text { 苞 } \\ & \frac{0}{2} \\ & \underline{0} \\ & \underline{E} \end{aligned}$ | Proper Use of Props/Ad Libs |  | 2 |  |
|  | Props/Ad Libs Enhance Crowd Engagement |  | 2 |  |
|  | Props/Ad Libs Enhance Clean/Clear |  | 2 |  |
|  | Skills Enhance Crowd Engagement |  | 2 |  |
|  | Clean/Clear Transitions In and Out of Skills |  | 2 |  |
|  | Incorporation |  | 10 |  |
|  | Precise Placement |  | 2 |  |
|  | Precise Technique (strong arms/straight wrists) |  | 2 |  |
|  | Incorporation of Body/Movement |  | 2 |  |
|  | Motions Enhance Crowd Engagement |  | 2 |  |
|  | Footwork Enhances Crowd Engagement |  | 2 |  |
|  | Cheer Motions |  | 10 |  |
|  | Natural, Excited Faces \& Smile |  | 2 |  |
|  | Energy Maintained |  | 2 |  |
|  | Minimal Downtime |  | 2 |  |
|  | Confidence |  | 2 |  |
|  | Genuine Spirit |  | 2 |  |
|  | Crowd Engagement |  | 10 |  |
|  | TOTAL SCORE |  | 40 |  |

Wisconsin Association of Cheer \& Pom Coaches, Inc.
All State DANCE \& OVERALL

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 |
| :---: | :---: | :---: | :---: |
|  | Strong Pace |  | 1 |
|  | Use of Levels |  | 1 |
|  | Variety of Motions |  | 1 |
|  | Intricate Movements |  | 1 |
|  | Incorporation of footwork |  | 1 |
|  | Dance Difficulty |  | 5 |
| $\begin{aligned} & \stackrel{\rightharpoonup}{0} \\ & \stackrel{H}{u} \\ & \underset{\sim}{x} \\ & \end{aligned}$ | Sharp/Precise Movements |  | 1 |
|  | Perfect Motion Technique |  | 1 |
|  | Pace/Flow |  | 1 |
|  | Strong Control of Tempo/Rhythm |  | 1 |
|  | Visual Appeal |  | 1 |
|  | Showmanship |  | 1 |
|  | Confidence |  | 1 |
|  | Natural, Excited Faces \& Smiles |  | 1 |
|  | Energy Maintained |  | 1 |
|  | Creative |  | 1 |
|  | Dance Execution |  | 10 |
|  | Dance Score |  | 15 |

Overall Routine Impact

| Execution Driver | Score | Max Score |
| :---: | :---: | :---: |
| Appropriate Use of Floor |  | 1 |
| Strongly Coordinated Transitions |  | 1 |
| U Clean Movement |  | 1 |
| 트 Creative |  | 1 |
| $\stackrel{\sim}{\text { ¢ }}$ M Minimal Downtime |  | 1 |
| O Good Pace/Flow |  | 1 |
| ㄷ্তㄴ Confidence |  | 1 |
| O Energy Maintained Throughout |  | 1 |
| Presents Genuine Spirit |  | 1 |
| Engages \& Connects with Crowd |  | 1 |
| Overall Routine Impact |  | 10 |
| TOTAL SCORE |  | 25 |

## Wisconsin Association of Cheer \& Pom Coaches, Inc. All State <br> JUMPS

Judge: $\qquad$
Team: Division: Performance: $\qquad$

| LEVEL | SCORE | LEVEL DEFINITIONS AND VARIETY |
| :--- | :---: | :--- |
| EXPERT | 10 | 3+ Connected different novice jumps + 1 Single Novice jump. 4 Different Jump <br> Skills Shown |
| ADVANCED | 8 | 3+ Connected novice jumps + 1 Novice; 3 Different Jump Skills Shown |
| INTERMEDIATE | 6 | 2 Connected jumps (not previous defined) + 1 Single Novice Jump; 2 Different <br> Jump Skills Shown |
| NOVICE | 4 | Connected Beginner Jumps or Toe Touch, Front/Side Hurdler, Pike, Double 9, <br> Herkie; 2 Different Jump Skills Shown |
| BEGINNER | 2 | Star, Tuck, Double Hook; 2 Jumps Shown |


| Jump Difficulty Score |  |  | 10 |
| :--- | :---: | :---: | :---: |
| Execution Driver |  | Score | Max Score |
| Toes Pointed |  | 2 |  |
| Legs Straight |  | 2 |  |
| Hips Rotated |  | 2 |  |
| Proper Placement (Legs \& Arms) |  | 2 |  |
| Back Straight/Chest Up |  |  |  |
| Jump Execution Score |  | 10 |  |
|  |  |  |  |
| TOTAL SCORE Comments |  |  |  |

Wisconsin Association of Cheer \& Pom Coaches, Inc.
All State

## LIMITED TUMBLING

Team:
Judge: $\qquad$ Division:
Performance:


Skills Shaded in Dark Gray are Not Available for Limited Tumbling Athletes

| TUMBLING DIFFICULTY - ALL STATE LIMITED TUMBLING DIVISION |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 0.1 | 0.2 | 0.3 | 0.4 | 0.5 | 0.6 | 0.8 | 1.0 | 1.2 | 1.4 | 1.5 | 1.6 | 1.8 | 2.0 |
|  | Rolls | Cartwheels | $\begin{array}{\|c} \text { Round } \\ \text { offs } \end{array}$ | Series <br> including <br> cartwheels, <br> Roundoffs | Walkover | Series including walkovers | Aerials | Series <br> including <br> aerials | Single Jump handsprings | $\begin{gathered} \text { Standing } \\ \text { Tucks } \end{gathered}$ | $\begin{gathered} \text { Roundoff } \\ \text { Tucks } \end{gathered}$ | Roundoff <br> Back <br> Handspring <br> Tucks/Flips | Layouts (stretched ouct | Standing Fulls |
|  | Hands tands | Combination including handstands |  |  |  |  | Hands prings | Front flips | Standing/ <br> Running <br> Series <br> including <br> handsprings | Standing series including Tucks/Flips | Single <br> Jump <br> 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. |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\begin{array}{\|c} \text { \# skills } \\ \text { each level } \\ \hline \end{array}$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Total <br> Points <br> Earmed ot <br> Level |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Sum of Total Points Earned Not to Exceed 5 total |  |  |  |  |  |  |  |  |  |  | Tumbling Difficulty Score |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  | /5 |


|  |  | TUMBLING | EXEC |  |
| :---: | :---: | :---: | :---: | :---: |
| Execution Diver | sore | Max score |  | Judge Comments |
| Clear Body Lines |  | 1 |  |  |
| Strong Technique (solid block, high set, ${ }^{\circ}$ squeezed legs) |  | 1 |  |  |
| Clean Entry |  | 1 |  |  |
| Clean Landing |  | 1 |  |  |
| Correct Skill Form |  | 1 |  |  |
| Standing Tumbling Execution |  | 5 |  |  |
| Clear Body Lines |  | 1 |  |  |
| Strong Technique (solid block, high set, |  | 1 |  |  |
| 気 Clean Entry |  | 1 |  |  |
| Clean Landing |  | 1 |  |  |
| Correct Skill Form |  | 1 |  |  |
| Running Tumbling Execution |  | 5 |  |  |
| Tumbling Execution Score |  | 10 |  |  |
| TOTAL SCORE |  | 15 |  |  |

