



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional

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, 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.

Traditional

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 | |



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional 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 | | Total Difficulty Score = Skill Points divided by # of athletes | | | | | | | | | | |
| | | | | | | | | | | | | 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



Wisconsin Association of Cheer & Pom Coaches, Inc.

Traditional 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 Twisting Dismounts Other Stunts |
| 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: _____

Team: _____

Division: _____

Performance: _____

Comp Year: _____

MS/REC & ELEMENTARY GROUP STUNT/PYRAMID DIFFICULTY

| DEFINITION | | | | | |
|---|--|--|--|---|--|
| INVERSION STYLE | RELEASE STYLE | TWISTING STYLE | DISMOUNT STYLE | OTHER STUNTS | PYRAMIDS |
| BEGINNER LEVEL | | | | | |
| To ground without release | | | Straight to ground | Below Prep level (vertical/horizontal) T-lift/Russian Lift Shoulder sit | Braced BEGINNER Stunt Skills Prep level (1 or 2 leg) with bracer(s) at prep level or below Horizontal extended level with bracer(s) at prep level or below Braced NOVICE release/twisting/inversion stunt skills |
| NOVICE LEVEL (single leg = target, torch, lib, or hitch. Any other leg position is considered a single leg w/body position) | | | | | |
| To ground with release | To below prep | 1/2 twist to below prep | Straight cradle from prep (1 or 2 leg) | Prep level (vertical/horizontal) -- includes shoulder level Prep single leg+ Show n go (1 or 2 legs) Extended level (horizontal) Assisted Chair | BEGINNER pyramid performed with single base Extended 2 leg with bracer(s) at prep level or below Braced INTERMEDIATE release/twisting/inversion stunt skills |
| To below prep without release | (vertical/horizontal) | 1/4 to any skill | Up to 1/2 twist | | |
| INTERMEDIATE LEVEL | | | | | |
| To below prep with release | To prep (vertical/horizontal) NOVICE release with 1/2 + twist | Less than full to prep (1 or 2 legs) Less than full to extended two leg | Straight cradle from extended (1 or 2 leg) Full twist from prep or below | Extended level (vertical) Unassisted chair | NOVICE pyramid performed with single base Extended single leg+ with bracer(s) at prep level or below Braced roll to below prep level Braced flip to below prep Braced SKILLED release/twisting/inversion stunt skills |
| SKILLED LEVEL | | | | | |
| To prep without release | To extended (vertical/horizontal) High to low (1 or 2 leg) INTERMEDIATE release with 1/2 + twist | Modified full to 2 leg | Full twist from extension Full to 1 1/4 twist from extended single leg | Extended single leg+ Unassisted chair with release Assisted single based hands | INTERMEDIATE pyramid performed with single base Extended 2 leg/single leg+ with bracer(s) at extended 2 leg Braced roll to prep level Braced flip from below prep to prep or above Braced flip from below prep to prep or above with 1/2+ twist Braced ADVANCED release/twisting/inversion stunt skills |
| ADVANCED LEVEL | | | | | |
| To extended+ without release | To extended single leg+ (switch up) SKILLED release with 1/2 + twist | Full to prep 1/2 to extended single leg+ Modified full to extended single leg+ | 2+ trick without twist Full to 1 1/4 twist from extended single leg body position | Assisted press extended single based hands+ Unassisted single base hands | SKILLED pyramid performed with single base Extended single leg+ with bracer(s) at extended single leg+ Braced roll to extended level Vertical top person performs braced release with hips passing above extended level with twist to prep 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 Braced EXPERT release/twisting/inversion stunt skills |
| EXPERT LEVEL | | | | | |
| To prep with release | Low to high - single leg, switch foot | Full to extended+ | | Unassisted press extended single based hands+ | ADVANCED pyramid performed with single base |
| To extended+ with release | High to high - single leg, switch foot ADVANCED release with 1/2 + Twist | Prep to prep full High to low (1 or 2 leg) | 2+ trick including twist | Straight to extended single base hands Straight to extended single base single leg+ (main base or coed grip) | Vertical top person performs braced release with hips passing above extended level with twist to prep+ Braced flip from prep to prep+ with 1/2+ twist Braced flip from prep+ to extended with or without 1/2+ twist |

Elem/MS/Rec - Base Score is 3 stunts with ability to max out at 4 Stunts

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

| | Group Stunt Base Score | | Group Stunt Bonus (max 1) | | | |
|---------|------------------------|---------|---------------------------|----------|------|------|
| | 3 Majority | 3 Most+ | Few | Majority | Most | Full |
| Beg | 0.5 | 1.5 | | | | |
| 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 |

| Group Stunt Base Score | Group Stunt Bonus (max 1) |
|------------------------|---------------------------|
| | |

| 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 |

| Pyramid Base Score |
|--------------------|
| |

| 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 |

| Bracer P1 | Bracer P2 | Transition | Quantity |
|-----------|-----------|------------|----------|
| | | | |

| Group Stunts Difficulty Score (Max Score = 10) | Pyramids Difficulty Score (Max Score = 10) |
|--|--|
| | |