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**	

Wisconsin Association of Cheer & Pom Coaches, Inc.

Non Tumble
DANCE

Judge: _____

Team: _____

Division: _____

Performance _____ **Comp Year:** _____

	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**	

Dance Score (a minimum of ONE 8-ct of continuous dance by majority of team is required to score)

Wisconsin Association of Cheer & Pom Coaches, Inc.
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**	

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

Wisconsin Association of Cheer & Pom Coaches, Inc.
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 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**	

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)	Braced BEGINNER Stunt Skills
				T-lift/Russian Lift	Prep level (1 or 2 leg) with bracer(s) at prep level or below
				Shoulder sit	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 (vertical/horizontal)	1/2 twist to below prep	Straight cradle from prep (1 or 2 leg)	Prep level (vertical/horizontal) -- includes shoulder level	BEGINNER pyramid performed with single base
To below prep without release		1/4 to any skill	Up to 1/2 twist	Prep single leg+	Extended 2 leg with bracer(s) at prep level or below
				Show n go (1 or 2 legs)	
				Extended level (horizontal)	Braced INTERMEDIATE release/twisting/inversion stunt skills
				Assisted Chair	
INTERMEDIATE LEVEL					
To below prep with release	To prep (vertical/horizontal)	Less than full to prep (1 or 2 legs)	Straight cradle from extended (1 or 2 leg)	Extended level (vertical)	NOVICE pyramid performed with single base
					Extended single leg+ with bracer(s) at prep level or below
	NOVICE release with 1/2 + twist	Less than full to extended two leg	Full twist from prep or below	Unassisted chair	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)	Modified full to 2 leg	Full twist from extension	Extended single leg+	INTERMEDIATE pyramid performed with single base
	High to low (1 or 2 leg)			Unassisted chair with release	Extended 2 leg/single leg+ with bracer(s) at extended 2 leg
					Braced roll to prep level
			Full to 1¼ twist from extended single leg	Assisted single based hands	Braced flip from below prep to prep or above
	INTERMEDIATE release with 1/2 + twist				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	Full to prep		2+ trick without twist	Assisted press extended single based hands+	SKILLED pyramid performed with single base
					Extended single leg+ with bracer(s) at extended single leg+
	1/2 to extended single leg+				Braced roll to extended level
	To extended single leg+ (switch up)				Vertical top person performs braced release with hips passing above extended level with twist to prep
			Full to 1¼ twist from extended single leg body position	Unassisted single base hands	Braced flip from prep to prep
					Braced flip from ground to prep
	SKILLED release with 1/2 + twist	Modified full to extended single leg+			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
	High to high - single leg, switch foot		2+ trick including twist		Vertical top person performs braced release with hips passing above extended level with twist to prep+
To extended+ with release		Prep to prep full	Straight to extended single base hands		Braced flip from prep to prep+ with 1/2+ twist
	ADVANCED release with 1/2 + Twist	High to low (1 or 2 leg)	Straight to extended single base single leg+ (main base or coed grip)		Braced flip from prep+ to exteded 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	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)