

**2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric**

<b>Jumps</b>							
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	
	Jumps w/ limited or <i>no</i> tumbling.	Triple Jumps with limited or <i>no</i> tumbling.	<u><b>TT # -8</b></u> Limited variety.	<u><b>TT # -6</b></u> Limited variety.	<u><b>TT # -4</b></u> Must have variety & be connected.	<u><b>TT # -2</b></u> Must have variety & be connected.	
			<b>Triple</b> combo with tucks or <b>handspring tucks/layouts</b> .				
			<u><b>TT # -2</b></u> Limited variety.	<u><b>TT # -0</b></u> Must have variety & be connected.			
			<b>Triple</b> combo with <b>handspring</b> .				
			<u><b>TT # -4</b></u> <b>Single</b> or <b>Double</b> combo with <b>handspring</b> . Must have variety & be connected.	<u><b>TT # -0</b></u>			
<b>EXE</b>	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>	<b>7-8</b>			
	<b>poor</b> form, dropping chest, bent legs, poor timing; <b>majority</b> hands down/ bust	<b>average</b> technique, members w/ flexed toes & dropped chest, <b>multiple</b> hands down/ bust	<b>above average</b> technique, good timing, few flexed toes, no missed jumps, <b>limited</b> hands down/ bust	<b>excellent</b> technique, perfect timing, no missed jumps, stick landings w/ minimum steps			
<b>Standing Tumbling</b>							
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	
	Limited tumbling with less than half squad tumbling. Forward rolls, back extension rolls.			<u><b>TT # -6</b></u>	<u><b>TT # -4</b></u>	<u><b>TT # -2</b></u>	
				<b>Tucks or handspring tucks or handsprings to layout PLUS</b>			
				1 standing series to full/ standing full.	2 standing series to full/ standing full(s).	3 or more standing series to full/ standing full(s).	
				<u><b>TT # -6</b></u>	<u><b>TT # -4</b></u>	<u><b>TT # -2</b></u>	
				<b>Tucks or handspring tucks or handsprings to layouts.</b>			
			<u><b>TT # -4</b></u>	<u><b>TT # -2</b></u>			
			<b>Handsprings</b>				
<b>EXE</b>	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>	<b>7-8</b>			
	<b>poor</b> form and/ or technique, slow and poor timing; <b>majority</b> hands down/ bust	<b>average</b> technique, good timing, <b>multiple</b> hands down/ bust	<b>above average</b> technique, good timing, <b>limited</b> hands down/ bust	<b>excellent</b> technique, perfect timing, no missed tumbling, stick landings w/ minimum steps			
<b>Running Tumbling</b>							
<b>DOD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	
	Limited tumbling with less than half squad tumbling.	Limited tumbling with more than half squad tumbling.			<u><b>TT # -6</b></u>	<u><b>TT # -4</b></u>	
					Round off tucks or <b>handspring tucks PLUS layouts</b> , specialty passes.		
					<b>PLUS 1</b> full.	<b>PLUS 2-3</b> fulls.	
	Cartwheels and round-offs.	<u><b>TT # -4</b></u>	<u><b>TT # -2</b></u>	<u><b>TT # -0</b></u>			
		<b>Round off tucks and/ or handspring tucks. AND</b>					
		<u><b>TT # -8</b></u>	<u><b>TT # -6</b></u>	<u><b>TT # -4</b></u>			
		<b>Layouts and variety.</b>					
			<u><b>TT # -2</b></u>	<u><b>TT # -0</b></u>			
			Round off handsprings, limited tucks and variety.				
<b>EXE</b>	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>	<b>7-8</b>			
	<b>poor</b> form and/ or technique, slow and poor timing; <b>majority</b> hands down/ bust	<b>average</b> technique, good timing, <b>multiple</b> hands down/ bust	<b>above average</b> technique, good timing, <b>limited</b> hands down/ bust, multiple steps	<b>excellent</b> technique, perfect timing, no missed tumbling, stick landings w/ minimum steps			

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Partner Stunts/Tosses									
DOD	1	2	3	4	5	6	7	8	
If front spots are used on partner stunts, the judges will subtract 1 point from DOD. This applies to using one front or several.		<u>TG# -2</u>	<u>TG # -1</u>	<u>TG # -0</u>		<u>TG # -2</u>	<u>TG # -1</u>	<u>TG # -0</u>	
		Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill.				Must include full up <b>and</b> switch up to the extended position plus 3 body positions with 3 of them being flexibility skills.			
		< Majority	Majority	Squad single dismounts.			Majority squad	Majority squad extended	Squad extended
		Squad <b>single</b> down, pop off, or str8 cradle dismounts.					Double down dismounts, transitions <b>PLUS</b> .		
							<u>TG # -2</u>	<u>TG # -1</u>	<u>TG # -0</u>
							Extended secondary stunt or advanced tosses.		
	Prep level stunts with limited or no flexibility/body positions.	Prep level stunts with a variety of flexibility skills/body positions.		<u>TG # -2</u>	<u>TG # -1</u>	<u>TG # -0</u>			
				Must include full up <b>or</b> switch up to the extended position plus 2 body positions with 2 of them being flexibility skills.					
				< Majority	Majority	Entire			
				Squad <b>double</b> or <b>extended single</b> down dismounts, transitions, <b>PLUS</b>					
				<u>TG # -3</u>	<u>TG # -2</u>	<u>TG # -1</u>			
				Extended secondary stunt or advanced tosses.					
	Less than half the squad stunting.	One half the squad stunting.		<u>TG # -1</u>	<u>TG # -0</u>				
				Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad <b>single</b> or <b>double</b> down dismounts.					
<b>EXE</b>	<b>1-2</b>	<b>3-5</b>	<b>6-8</b>	<b>9-10</b>					
	<b>poor</b> technique, poor timing, several bobbles and <b>multiple</b> dropped stunts, poor dismounts, <b>3 or more</b> <b>dropped</b> stunts	<b>average</b> technique, good timing, multiple bobbles, not very clean dismounts, <b>2</b> <b>dropped</b> stunts	<b>above average</b> technique, very good timing, few bobbles, no missed stunts, clean dismounts, <b>1</b> <b>dropped</b> stunt	<b>excellent</b> technique, perfect timing, no bobbles or missed stunts, very clean dismounts, <b>0</b> <b>dropped</b> stunts					

Pyramid				
DOD	1-2	3-4	5-6	7-8
	<b>Basic</b> pyramid elements that include 1 – 2 connected structures with basic entries including but not limited to: straight up stunts, connections at half level, and other basic elements. Basic transitions, lacking complexity. Little creativity and lacking visual.	<b>Intermediate</b> pyramid elements that include 1 – 2 connected structures with moderately creative entries including, but not limited to: half ups, and other intermediate elements. Intermediate transitions. Moderate creativity and somewhat visual. <b>Basic</b> dismounts.	<b>Advanced</b> pyramid elements that include 2 pyramid structures with 1 – 2 <b>advanced</b> entries including, but not limited to: switch ups, full ups, and other advanced elements. 1 – 2 advanced transitions. Creative and visual. <b>Intermediate</b> dismounts or less than majority advanced dismounts.	<b>Multiple advanced</b> pyramid elements that include 2 or more connected structures <b>and</b> 2 advanced entries including but not limited to: switch ups, full ups, and other advanced elements. 2 advanced transitions. Highly creative and very visual. <b>Majority</b> advanced dismounts.
<b>EXE</b>	<b>1-2</b>	<b>3-5</b>	<b>6-8</b>	<b>9-10</b>
	<b>poor</b> technique, poor timing, sloppy transitions, several bobbles and missed elements, <b>multiple</b> drops, poor dismounts	<b>average</b> technique, good timing, not very clean on transitions, multiple bobbles, few missed elements, not very clean dismounts	<b>above average</b> technique, very good timing, clean transitions, few bobbles, few missed elements/drops, clean dismounts	<b>excellent</b> technique, perfect timing, very clean transitions, no bobbles or missed elements, very clean dismounts

Main Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

Secondary Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	5/6	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

Tosses		16	15	14	13	12	11	10
# of Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

NOTE: (-0, -1, -2, -3) indicates the number of team members not involved in the stunt groups.

**Total team must cheer and dance to max out points.**

Dance				
	1-2	3-4	5-6	7-8
<b>DOD</b>	<b>Basic</b> motions and transitions. Very few level changes. Little creativity and lacking visual.	<b>Intermediate</b> motions and transitions. Few level changes. Moderate creativity and somewhat visual.	<b>Advanced</b> motions, with advanced transitions and several level changes. Creative and visual.	<b>Multiple advanced</b> motions with advanced transitions and several level changes. Highly creative/original and very visual.
<b>EXE</b>	<b>poor</b> technique, poor timing, sloppy transitions and formations	<b>average</b> technique, good timing, not very clean on transitions and formations	<b>above average</b> technique, very good timing, clean transitions and formations	<b>excellent</b> technique, perfect timing, very clean transitions and formations

Cheer				
	1-2	3	4	5
<b>DOD</b>	<b>Less than majority squad incorporations.</b> Basic transitions, lacking complexity. Little creativity and lacking visual. Cheer must include motions and words.	<b>Half squad incorporations.</b> Intermediate transitions. Moderate creativity and somewhat visual. Cheer must include motions and words.	<b>Majority squad incorporations.</b> Advanced transitions. Creative and visual. Cheer must include motions and words.	<b>Full squad incorporations.</b> Multiple advanced transitions. Highly creative and very visual. Cheer must include motions and words.
<b>EXE</b>	<b>poor</b> technique, poor timing, sloppy transitions, and volume	<b>average</b> technique, good timing, not very clean on transitions, and volume	<b>above average</b> technique, very good timing, clean transitions, and volume	<b>excellent</b> technique, perfect timing, very clean transitions, excellent volume