

## \*HS Cheer Rubric\*

Score	Judging Criteria
<b>2</b>	Several memory mistakes, lack of sharpness, lack of motion technique, improper placement, lack of showmanship, low energy, lack of crowd appeal, no skill incorporation
<b>4</b>	Few memory mistakes, weak motions, poor motion technique, poor showmanship, low energy, lack of voice and crowd appeal, minimum skill incorporation
<b>6</b>	Minimal memory mistakes, average sharpness, average motion technique, average showmanship, average energy, average voice and crowd appeal, skill incorporation
<b>8</b>	No memory mistakes, good sharp motions, good motion technique, good showmanship, good energy, voice and crowd appeal, skill incorporation
<b>9</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, good showmanship, energy, voice, and crowd appeal, skill incorporation
<b>10</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, very strong showmanship, energy, voice, and crowd appeal, skill incorporation

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*

*\*\*\*Plus 1 point for incorporating backtuck*

*\*\*\*Plus 2 points for incorporating backtuck with poms*

## \*HS Band Chant Rubric\*

Score	Judging Criteria
<b>2</b>	Several memory mistakes, lack of sharpness, lack of motion technique, improper placement, lack of showmanship, low energy, lack of crowd appeal, sign or meg incorporation
<b>4</b>	Few memory mistakes, weak motions, poor motion technique, poor showmanship, low energy, lack of voice and crowd appeal, sign or meg incorporation
<b>6</b>	Minimal memory mistakes, average sharpness, average motion technique, average showmanship, average energy, average voice and crowd appeal, sign or meg incorporation
<b>8</b>	No memory mistakes, good sharp motions, good motion technique, good showmanship, good energy, voice and crowd appeal, sign or meg incorporation
<b>9</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, good showmanship, energy, voice, and crowd appeal, sign or meg incorporation
<b>10</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, very strong showmanship, energy, voice, and crowd appeal, sign or meg incorporation

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*

## \*HS Performance Rubric\*

Score	Judging Criteria
2	Poor crowd effective showmanship and lacks eye contact. Lacks sideline appropriate energy level and lacks smile/appropriate facial expressions. Lacks crowd response/participation. Below average voice, lacks inflection, and pace. Lacks confidence.
4	Below average crowd effective showmanship and eye contact. Below average sideline appropriate energy level and displays below average smile/appropriate facial expressions. Below average crowd response/participation. Below average voice, inflection, and pace. Executes below average confidence.
6	Average crowd effective showmanship and eye contact. Average sideline appropriate energy level and displays average smile/appropriate facial expressions. Average crowd response/participation. Average voice, inflection, and pace. Executes average confidence.
8	Good crowd effective showmanship and eye contact. Sideline appropriate energy level and maintains consistent smile/appropriate facial expressions. Encourages crowd response/participation. Good voice, good inflection, and controlled pace. Executes some confidence.
10	Very strong crowd effective showmanship and eye contact. Sideline appropriate energy level and maintains consistent smile/appropriate facial expressions. Encourages crowd response/participation. Strong/loud voice, great inflection, and controlled pace. Executes consistent confidence.

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*

## \*HS Partner Stunt Rubric\*

Score	Judging Criteria
2	Basic Walk in Chair
3	Walk in hands
5	Toss Hands (for added points press to extension)
8	One man Toss to extension
10	One man Toss to platform or cupie

*Subtract one point if stunt is not dismounted safely.*

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*

## HS Dance Rubric\*

Score	Judging Criteria
<b>2</b>	Several memory mistakes, motions off-count, timing issues, lack of rhythm, lack of motion placement/technique, lack of energy
<b>4</b>	Few memory mistakes, poor motion placement, poor motion technique, low energy, lack of synchronization
<b>6</b>	Minimal memory mistakes, average motion placement, average motion technique, synchronization and/or energy problems
<b>8</b>	No memory mistakes, good motion placement, good motion technique, some synchronization and/or energy problems
<b>10</b>	No memory mistakes, executes motions on count, strong motion placement, strong motion technique, strong energy

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*

## \*HS Group Stunt Rubric\*

Score	Judging Criteria
2	Prep to press up extension, pop off
4	Straight up extension, pop off
6	Full up or full around to prep, pop off
7	Straight up extended liberty, pop off
8	Extended liberty with body position, pop off (plus one point for twisting dismount-twisting pop off or full down) <b>OR</b> quick toss to extension, switch grip to one leg, pop off
9	Quick toss to lib, pop off or twisting dismount- (twisting pop off or full down)
10	Full up or full around to extended position, side base switch grip to one leg, plus one point with twisting dismount (twisting pop off or full down)

*\*\*\*Points can be deducted if consistency is not shown*

## \*HS Jump Rubric\*

Score	Judging Criteria
<b>2</b>	Below level, poor jump technique, bent legs, flexed toes, feet apart on landing, timing off
<b>4</b>	Level jumps, average jump technique, flexed toes, feet apart on landing, poor timing
<b>6</b>	Level jumps, average jump technique, pointed toes, landing with feet together, good timing
<b>8</b>	Above level jumps, good jump technique, pointed toes, landing with feet together
<b>10</b>	Hyper-extended jumps, strong jump technique, pointed toes, landing with feet together

*Note: Technical difficulties can include: toes flexed, not level, landing apart, poor motion execution.*

## **\*HS Running Tumbling Rubric\***

<b>Score</b>	<b>Judging Criteria</b>
<b>1</b>	RO Back Handspring
<b>2</b>	RO Back Handspring Series (3) or RO Back Tuck
<b>3</b>	RO Back Handspring Back Tuck
<b>4</b>	RO Back Handspring Layout OR Layout step out
<b>5</b>	RO Back Handspring Full

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*



## **\*HS Standing Tumbling Rubric\***

<b>Score</b>	<b>Judging Criteria</b>
<b>1</b>	Back handspring
<b>2</b>	Series (2-3) Back handspring
<b>3</b>	Back Tuck
<b>4</b>	Toe-back Tuck
<b>5</b>	1- 3 backhandsprings to a layout or full

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*