



INDIANA CHEER CHAMPIONSHIP

CHEERING SKILLS, DANCE AND JUMPS SCORE SHEET

Max Score

CHEER SKILLS	Technique	10	8.0 - 10.0: Strong, Elite Technique / High Energy / Use of Various Levels / Strong Control of Motions 5.0 - 7.9: Good to Average Technique / Good Energy w/ Inconsistencies Among Performers / Inconsistencies in Body Control 0.0 - 4.9: Low Level of Technique / Overall Lack of Energy / Lack of Body Control		
	Vocal Cheer	10	Positive Sportsmanship Genuine Spirit Good Expressions Strong Energy Level Throughout	Use of Props <i>(optional)</i> Effective Crowd Leading Strong Voices Proper Inflection of Vocals	9.1 - 10.0 <i>Constantly</i> 6.1 - 9.0 <i>Frequently</i> 4.1 - 6.0 <i>Sometimes</i> 2.1 - 4.0 <i>Rarely</i> 0.0 - 2.0 <i>Seldom</i>

DANCE	Technique	10	8.0 - 10.0: Elite Footwork & Dance Technique / High Engagement / Use of Various Dimensions / Strong Fluidity of Dance 5.0 - 7.9: Good Footwork & Dance Technique / Inconsistent Engagement Among Performers / Inconsistent Fluidity of Dance 0.0 - 4.9: Low Level of Technique / Overall Lack of Engagement / Lack of Fluidity of Dance		
	Creativity	10	Pace of Routine Use of Dimensions and Levels Use of Formation Changes Music Interpretation	Originality Clarity Intricacy <i>*Teams must perform 4 consecutive 8-counts of dance</i>	9.1 - 10.0 <i>Constantly</i> 6.1 - 9.0 <i>Frequently</i> 4.1 - 6.0 <i>Sometimes</i> 2.1 - 4.0 <i>Rarely</i> 0.0 - 2.0 <i>Seldom</i>

JUMPS	Variety	10	Different skills demonstrated by the Full Squad and performed simultaneously: 10.0 <i>Four Jumps</i> 8.0 <i>Three Jumps</i> 6.0 <i>Two Jumps</i>		4.0 <i>One Jump</i> 2.0 <i>Less than Full Squad Jumps</i>	<i>These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)</i>
	Difficulty	10	Different skills demonstrated by the Full Squad and performed simultaneously: 9.0 - 10.0 <i>Elite Jumps</i> 7.0 - 8.9 <i>Advanced Jumps</i> 5.0 - 6.9 <i>Intermediate Jumps</i>		2.0 - 4.9 <i>Beginner Jumps</i> 0 <i>No Demonstrated Skills</i>	<i>*Coed Squads are NOT required to include males in full squad jumps but may choose to do so.</i>

JUMPS:

Individual skill performed with both feet simultaneously off the performance floor. (Examples below, but not limited to):

Elite: 3+ Connected Advanced Jumps

Advanced: Double Toe Touch, Pike, Double Nines, Front Hurdler, 3+ Connected Intermediate Jumps

Intermediate: Toe Touch, Herkie, Side Hurdlers, 3+ Connected Beginner Jumps

Beginner: Spread Eagle, Double Hook, Tuck

Formations	5	4.0 - 5.0 Clear, easily readable formations, variety of formations, appropriate use of space relative to # on the floor 2.5 - 3.9 Good formations, some formations, limited use of space relative to # on the floor 0.0 - 2.4 Unclear formations, few formations, lack of use of space relative to # on the floor		
Floor Transitions	5	Clean Transitions Throughout Routine Organized, Intentional Movement Between Formations Strong Coordination Among all Visual Elements		4.6 - 5.0 <i>Constantly</i> 3.6 - 4.5 <i>Frequently</i> 2.6 - 3.5 <i>Sometimes</i> 1.6 - 2.5 <i>Rarely</i> 0.0 - 1.5 <i>Seldom</i>
Execution <small>(cheer skills, dance and jumps)</small>	10	High Level of Execution (technique, landing) Strong Height of Skills when Appropriate Clear Body Lines/Form Synchronization/Timing		9.1 - 10.0 <i>Constantly</i> 6.1 - 9.0 <i>Frequently</i> 4.1 - 6.0 <i>Sometimes</i> 2.1 - 4.0 <i>Rarely</i> 0.0 - 2.0 <i>Seldom</i>
Overall Impression	5	Judges Discretion - overall impression for this specific caption sheet. (Average performances will score 3 points)		

Comments:

TOTAL	85
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