## INDIANA CHEER CHAMPIONSHIP ALL-STATE INDIVIDUAL SCORE SHEET

		Max Score				
KILLS	Technique	5	4.0 - 5.0: Strong, elite technique / high energy / use of various dimensions / strong control of motions. 2.5 - 3.9: Good to Average technique / good energy w/ inconsistencies among performers / inconsistencies in body control 0.0 - 2.4: Low level of technique / overall lack of energy / lack of body control			
CHEER SKILLS	Vocal Cheer	5	Positive Sportsmanship Genuine Spirit Good Expressions Strong Energy Level Throughout	Effective Crowd Leading Material Strong Voices Proper Inflection of Vocals Routine Design	4.6 - 5.0 Constantly 3.6 - 4.5 Frequently 2.6 - 3.5 Sometimes 1.6 - 2.5 Rarely 0.0 - 1.5 Seldom	
DANCE	Technique	5	<ul> <li>4.0 - 5.0: Strong, elite technique / high energy / use of various dimensions / strong control of motions.</li> <li>2.5 - 3.9: Good to Average technique / good energy w/ inconsistencies among performers / inconsistencies in body control</li> <li>0.0 - 2.4: Low level of technique / overall lack of energy / lack of body control</li> </ul>			
	Creativity	5	Pace of Routine Use of Various Levels Use of Formation Changes Footwork	Originality Clarity Intricacy Showmanship	4.6 - 5.0 Constantly 3.6 - 4.5 Frequently 2.6 - 3.5 Sometimes 1.6 - 2.5 Rarely 0.0 - 1.5 Seldom	
1		I				
JUMPS	Variety	5	5.0 Four Skills 4.0 Three Skills 3.0 Two Skills 2.0 One Skill		awar	e will be the ONLY scores ded based on this criteria. will not be within a range)
	Difficulty	5	4.5 - 5.0 Elite Jumps 3.5 - 4.4 Advanced Jumps 2.5 - 3.4 Intermediate Jumps 1.5 - 2.4 Beginner Jumps			
		I				
TUMBLING	Variety	5	5.0 Four Skills 4.0 Three Skills 3.0 Two Skills 2.0 One Skill		awar	e will be the ONLY scores ded based on this criteria. will not be within a range)
	Difficulty	5	4.5 - 5.0 Elite Tumbling Skills 3.5 - 4.4 Advanced Tumbling Skill. 2.5 - 3.4 Intermediate Tumbling Sk 1.5 - 2.4 Beginner Tumbling Skills	kills		
-		I				
	Execution	10	High Level of Execution (techniqu Strong Height of Skills when App Clear Body Lines/Form Clean Entry and Landing of Skills Balanced / Incorporates Elements	ropriate	9.1 - 10.0 Constantly 6.1 - 9.0 Frequently 4.1 - 6.0 Sometimes 2.1 - 4.0 Rarely 0.0 - 2.0 Seldom	

Comments: