

INDIANA CHEER CHAMPIONSHIP

TUMBLING SCORE SHEET

| | | | |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| STANDING | Max Score | | |
| | 10 | High Level of Execution (technique, landing) Strong Height of Skills when Appropriate Clear Body Lines/Form Clean Entry and Landing of Skills | <i>9.1 - 10.0 Constantly</i> <i>6.1 - 9.0 Frequently</i> <i>4.1 - 6.0 Sometimes</i> <i>2.1 - 4.0 Rarely</i> <i>0.0 - 2.0 Seldom</i> |
| 10 | <i>9.0 - 9.5 Majority Elite Skills</i> <i>7.0 - 7.9 Majority Advanced Skills</i> <i>5.0 - 5.9 Majority Intermediate Skills</i> <i>4.0 - 4.4 Majority Beginner Skills</i> <i>2.0 - 3.9 Skills by Less Than Majority</i> <i>0 No Demonstrated Skills</i> | <i>9.6 - 10.0 Full Squad Elite Skills</i> <i>8.0 - 8.9 Full Squad Advanced Skills</i> <i>6.0 - 6.9 Full Squad Intermediate Skills</i> <i>4.5 - 4.9 Full Squad Beginner Skills</i> | |

STANDING TUMBLING:

Anything out of a stationary position or steps taken backward :

Elite: Any Twisting Skill

Advanced: BHS/Cartwheel Combinations w/ hands off the performing surface, Jump/Tumbling Combinations w/ hands off the performing surface

Intermediate: BHS, Combinations w/ hands on the performing surface, Jump/Tumbling Combinations w/ hands on the performing surface

Beginner: Standing Tumbling Skills with constant contact with the performing surface

| | | | |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| RUNNING | Max Score | | |
| | 10 | High Level of Execution (technique, landing) Strong Height of Skills when Appropriate Clear Body Lines/Form Clean Entry and Landing of Skills | <i>9.1 - 10.0 Constantly</i> <i>6.1 - 9.0 Frequently</i> <i>4.1 - 6.0 Sometimes</i> <i>2.1 - 4.0 Rarely</i> <i>0.0 - 2.0 Seldom</i> |
| 10 | <i>9.0 - 9.5 Majority Elite Skills</i> <i>7.0 - 7.9 Majority Advanced Skills</i> <i>5.0 - 5.9 Majority Intermediate Skills</i> <i>4.0 - 4.4 Majority Beginner Skills</i> <i>2.0 - 3.9 Skills by Less Than Majority</i> <i>0 No Demonstrated Skills</i> | <i>9.6 - 10.0 Full Squad Elite Skills</i> <i>8.0 - 8.9 Full Squad Advanced Skills</i> <i>6.0 - 6.9 Full Squad Intermediate Skills</i> <i>4.5 - 4.9 Full Squad Beginner Skills</i> | |

RUNNING TUMBLING:

Anything with forward and/or backward momentum (Ex. below, but not limited to):

Elite: Passes with Twisting Aerial Skills, Arabians

Advanced: Multiple Backward Non-Twisting Aerial Skills, Tumbling Combinations w/ hands off the performing surface

Intermediate: Any Non-Twisting Aerial Skill, Roundoff BHS, Front Handspring, Tumbling Combinations w/ hands on the performing surface

Beginner: Running Tumbling Skills with constant contact with the performing surface

| | | | |
|----------------------------------------------------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Variety <small>(Considering both Standing and Running)</small> | 10 | Skills demonstrated by a majority of the Squad: <i>10.0 Four Skills</i> <i>4.0 One Skill</i> <i>8.0 Three Skills</i> <i>2.0 Tumbling Skills by less than majority</i> <i>6.0 Two Skills</i> | <i>*Majority is any number more than half your total squad members.</i> <i>These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)</i> |
| Synchronization <small>(Considering both Standing and Running)</small> | 10 | Synchronization of Skills Skills Performed with Good Visual Clarity Consistency & Precision Throughout the Routine | <i>9.1 - 10.0 Constantly</i> <i>6.1 - 9.0 Frequently</i> <i>4.1 - 6.0 Sometimes</i> <i>2.1 - 4.0 Rarely</i> <i>0.0 - 2.0 Seldom</i> |
| 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 | <i>4.6 - 5.0 Constantly</i> <i>3.6 - 4.5 Frequently</i> <i>2.6 - 3.5 Sometimes</i> <i>1.6 - 2.5 Rarely</i> <i>0.0 - 1.5 Seldom</i> |
| Overall Impression | 5 | Judges Discretion - overall impression for this specific caption sheet. (Average performances will score 3 points) | |

Comments:

| | |
|-------|----|
| TOTAL | 75 |
|-------|----|