ROUND 1 – REQUIRED ROUND – HIGH SCHOOL SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE ID# _____

Level	JUMP	MAX VALUE
1	All tuck jumps, spread eagle	6 pts
2	Double hook	8 pts
3	Herkie, hurdler, toe touch, double 9, head whip, pike, universal	10 pts

The following categories will be judged on a 1-10 scale using a tenth of a point system.

JUMPS
The first two jumps must be different and will be scored on technique, level of difficulty, togetherness and ease.

_____
1st Jump

_____
2nd Jump

VOCALS
Voice inflection, clarity, squad volume, appropriate choice of words, and diction.

FLOOR MOBILITY
Accuracy of formations, spacing, effectiveness, ease of transitions, transition moves, visual patterns, from formation to formation.

TEAM COORDINATION
Precision and timing of all motions (mistakes, missed motions, punch, crispness, hit.)

EXECUTION
Placement and accuracy of all motions (high Vs, Ts, wrists, lunges, leg positions, etc.)

GENERAL IMPRESSION
Creativity, continuity, team confidence, overall impression, and uniqueness.

COMMENTS (OPTIONAL):

_____

_____

_____

_____

_____

_____

_____

Evaluated by whole number only according to chart on page 19.

DIFFICULTY AND VARIETY
Movements, motions, peel offs, levels, enhancements, arm whips, ripples, etc.

_____

Maximum Points Possible
80

TOTAL

ROUND 2 – COMPULSORY ROUND – HIGH SCHOOL SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE ID# _____

DIVISION _____ (Division Mandated Number of Competitors: D1=12, D2=10, D3=8, D4=6)

Requirements - Five different skills shall be selected from the list below. At least one skill from each category must be performed: Flexibility, Jumping and Tumbling. Only one skill from the 1.4 category may be selected. The total value of the skill difficulty multiplier (DM) cannot exceed 5.80.

Difficulty Multiplier	Flexibility Category	Jumping Category	Tumbling Category
.6	Any Kick	Spread Eagle, Tuck	Forward Roll
.8	Side Split	Double Hook	Backward Roll Cartwheel
1.0	Heel Stretch Switch Split	Double 9 Front Hurdler Herkie Pike Toe Touch Universal	Handstand Forward Roll Far Arm Cartwheel Near Arm Cartwheel Round Off
1.2	Triple Splits Valdez*		Back Extension Roll Back Handspring Back Walkover* Front Handspring Front Walkover*
1.4			Aerial Cartwheel Standing Back Tuck

*The back walkover, front walkover and valdez skills may be used as a tumbling or flexibility skill. One skill cannot count for both categories.

The following categories will be judged on a 1-10 scale using a tenth of a point system.

COMMENTS (OPTIONAL):

PRECISION DRILL _____

LIST SKILLS IN ORDER PERFORMED

	DM		SCORE			COMMENTS
Skill 1		X		=		
Skill 2		X		=		
Skill 3		X		=		
Skill 4		X		=		
Skill 5		X		=		

GENERAL IMPRESSION..... _____

Creativity, continuity, team confidence, floor presence, overall impression. There should be poise, ease in performing, energy and creativity in moving from one skill to another. Voice inflection, clarity, team volume, appropriate choice of words are also considered.

TOTAL _____

Maximum Points Possible 78.00

ROUND 3 – OPEN ROUND – HIGH SCHOOL SCORESHEET

SCHOOL _____ NO. OF COMPETITORS _____ JUDGE ID# _____

The following categories are evaluated by whole numbers only according to charts on pages 35-36.

SKILLS

Tumbling, stunts, flairs, jumps and transitions.

Variety of skills **1-15** [ ]

Degree of difficulty **1-20** [ ]

Choreography **0-8** [ ]

OLE – 2 pts. TT – 2 pts. FT/360 – 2 pts. BT – 2 pts.

The following categories should be scored using deduction guidelines listed on page 16-17.

Execution [ ]

Execution Category is scored on a 1 to 20 point scale for 12 or fewer competitors. The maximum execution value increases to 20.5 for 13, 21.0 for 14, 21.5 for 15 and 22.0 points for 16 competitors.

Execution Bonus [ ]

Execution Pts	17.5-17.9	18.0-18.4	18.5-18.9	19.0-19.4	19.5-22
Bonus Points Earned	1	1.5	2	2.5	3

The following categories will be judged on a 1-10 point scale using a tenth of a point system.

FLOOR MOBILITY

Accuracy of formation, spacing, Effectiveness, ease of transition, transition moves, purpose of movement from formation to formation. [ ]

COMMENTS (OPTIONAL):

_____

VOCALS

Voice inflection, clarity, squad volume, appropriate choice of words and diction. [ ]

_____

TEAM COORDINATION

Precision and timing of all motions, tumbling, stunt skills, effective use of all team members. [ ]

_____

GENERAL IMPRESSION

Creativity, continuity, team confidence, floor presence, overall impression. [ ]

_____

TOTAL

Maximum Points Possible 108 [ ]

Revised:

2026-28

ROUTINE DESCRIPTION FORM – Round 3

SCHOOL _____ NO. OF COMPETITORS _____ DATE _____ COACH'S SIGNATURE _____

Type, IN ORDER, all tumbling skills, jumps, stunts, flairs and preps that will receive credit. Indicate choreography-credited skills. By rule, difficulty and variety must be given a numerical value on this form.

Choreography	Description	Variety	Difficulty
	TOTAL		

	# One Leg Extensions	Team Tumbling	# Full Twists/ 360°	# Back Tucks
NEED				
HAVE				

Difficulty	Points

Revised:

ROUTINE DESCRIPTION FORM – Round 3

SCHOOL _____ NO. OF COMPETITORS____ DATE _____ COACH'S SIGNATURE_____

Type, IN ORDER, all tumbling skills, jumps, stunts, flairs and preps that will receive credit. Indicate choreography-credited skills. By rule, difficulty and variety must be given a numerical value on this form.

Choreography	Description	Variety	Difficulty
	Total		

	# One Leg Extensions	Team Tumbling	# Full Twists/ 360°	# Back Tucks
Need				
Have				

Difficulty	Points