

TRADITIONAL CHEER RUBRIC

Crowd Effective Material			
LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Difficult to follow and/or understand	Moderate ability to follow and/or understand	Easy to follow and understand	*The actual crowd response will not be evaluated. *Maximum crowd coverage defined as having the team touch all 9 panels at least once during the Cheer.
Ineffective pace	Moderate pace to lead and excite the crowd	Dynamic pace leads and excites the crowd	
Lacks creativity with skill incorporations	Standard creativity with use of skill incorporations	Creativity within incorporations creates excitement	
Stylistic elements do not display school spirit	Stylistic elements moderately display school spirit	Stylistic elements showcase school spirit	
Cheer lacks dynamics	Cheer has average dynamics throughout	Cheer creates dynamic environment throughout	
Lack of crowd coverage	Average crowd coverage	Maximum crowd coverage	
Ability & Energy to Lead Crowd			
LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Low energy	Average energy	High energy	
Voices are not loud and clear	Voices have average enthusiasm and volume	Voices command the crowd's attention	
Volume inconsistencies throughout cheer	Some volume inconsistencies throughout cheer	Volume remains consistent throughout the cheer	
Athletes do not create energy through flow and movement	Athletes maintain average energy through flow and movement	Athletes create energy through strong flow and movement	
Crowd leading feels disingenuous	Average ability to lead crowd in a somewhat authentic manner	Athletes engage crowd in an authentic and genuine manner	
Motion Technique			
LOW 0-1	AVG 1-2	HIGH 2-3	Notes and Definitions
Poor placement (i.e. bent wrists and/or elbows)	Minor placement issues (i.e. wrists/elbows)	Excellent placement and motion technique	
Lacks synchronization	Average synchronization	Excellent synchronization	
No motion style or consistency	Inconsistent motion style throughout	Consistent motion style throughout	
Reduced sharpness	Average sharpness	Exceptionally sharp and clean	
Use Of Props			
LOW 0-1	AVG 1-2	HIGH 2-3	Notes and Definitions
Props are used ineffectively	Props are used somewhat effectively	Props are used effectively	* Variety of props alone does not increase score. It must be combined with confident use to lead the crowd.
Minimal variety of props while crowd leading demonstrates lack of confidence	Average variety of props while demonstrating mediocre confidence in crowd leading	High variety of props while demonstrating confidence in crowd leading	
Prop usage lacks sharpness and is distracting to performance	Prop usage displays average level of sharpness	Prop usage is sharp, clean and dynamic throughout performance	
Props are obtained and discarded with difficulty	Props are obtained and discarded in a relatively clean manner	Props are obtained and discarded with ease	
Skill Incorporations			
LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Skills used do not lead crowd	Skills used somewhat lead crowd	Skills used appropriately lead crowd	*Cheer Skill Incorporations score will reflect a difficulty score and an effectiveness score that have been averaged to arrive at the final score. *Stunts are the basis for the skill incorporation score. Tumbling that leads the crowd may increase score. *Skill Incorporations will be defined as: stunts and tumbling. *Coed is defined as 3 or more males. *Ratios do not apply.
<i>Example of skills below:</i>	<i>Example of skills below:</i>	<i>Example of skills below:</i>	
0 = No skills were used to lead the crowd, motions only	Shoulder sits, Preps, 1/2 up to prep	Extended single leg stunts	
High stands	Extensions, Shoulder stands, Full up to prep	Full up extended or Full rounds to any level (RD)	
Low range tumbling (see Traditional Rubric)	Average range tumbling (see Traditional Rubric)	Extended switches, Low to high tick tocks. (RD)	
	1/2 up to Extended (RD)	High range tumbling (see Traditional Rubric)	
COED teams - Standard of Low Coed skill performed (Refer to Stunt Rubric)	COED teams - Must perform at least 1 Elite of Low or Standard of Average coed skill (Refer to Stunt Rubric)	COED teams - Must perform at least 1 Elite of Average or Standard of high range coed skill (Refer to Stunt Rubric)	
Execution of Skill Incorporations			
LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Skills performed demonstrate major errors and/or omissions	Skills performed demonstrate flaws and/or errors (Bobbles/Drops)	Skills performed have minimal errors	
Skills demonstrated throughout lacked safety and/or cleanliness	Somewhat clean skills demonstrated throughout	Clean, safe and solid skills demonstrated throughout	
Minimal use of technique, synchronization and spacing	Average use of technique, synchronization and spacing	Strong use of technique, synchronization and spacing	
Routine Composition & Showmanship			
LOW 0-1	AVG 2-3	HIGH 4	Notes and Definitions
Did not demonstrate clean and/or solid foundation	Demonstrates some clean foundational elements	Demonstrates clean, solid foundational elements	**"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
Presentation lacked excitement throughout	Presentation had mediocre excitement throughout	Presentation creates excitement throughout	
Lacks creative choreography	Average creative choreography	Creative dynamic choreography	
Demonstrates poor flow through transitions	Demonstrates average flow through transitions	Demonstrates seamless flow through transitions	
Poor demonstration of genuine school spirit	Average image of genuine school spirit	Positive image of genuine school spirit	
Cheerleaders are vocally and physically disengaged in performance	Most cheerleaders are vocally and physically engaged in performance	All cheerleaders are vocally and physically engaged in performance	
Involving some participants inconsistently throughout (i.e. minimum skill ratios, many "nuggets", skills OR choreo, etc.)	Involving most participants inconsistently throughout (i.e. minimum skill ratios, some "nuggets", skills and choreo sometimes, etc.)	Involving most participants consistently throughout (i.e. maxing skill ratios, minimizing "nuggets", skills and choreo simultaneously, etc.)	