

STUNT RUBRIC

AVERAGE of Top 3 Skills

This Chart outlines point ranges by Low, Average, and High for skills performed by the Majority (50% + 1) of the team. (See the "Stunt Ratio Table" for a breakdown of 50%+ 1 for stunting).

COED Teams (3 Or More Males) MUST perform a minimum of one coed skill and meet ratio of 50% + 1 ratio of boys, to obtain maximum points, however, gender of base and top do not matter.

LOW 0-4

	Inversions	Release	Non-Release Twisting	Dismounts	Other Skills	Double Base Partner Skills	COED Skills
STANDARD	Ground Level to Ground Level	Knee or Thigh Level Switches Knee or Thigh Level Tick Tocks		Bump Down	Show n' Go Thigh Stand Flat Back		
ELITE	Prep to Ground Level Thigh Stand Level Handstand to Load Shoulder Level Release or Below to Load (RD)	Gut Level Switches Gut Level Tick Tocks (RD) Shoulder Level/Horizontal Release to Load (RD)	1/4 Turn to Prep 1/2 up to Prep (RD)	Cradle 1/4 Cradle (RD)	Prep Extended Straddle Sit Extended Flat Back		Assisted Toss Chair

AVERAGE 5-7

	Inversions	Release	Non-Release Twisting	Dismounts	Other Skills	Double Base Partner Skills	COED Skills
STANDARD	Front/Back Handspring to Load Shoulder Level Handstand to Load Suspended Front Flip	Leap Frog Switch up Prep Lib Barrel Roll Straight Ride Basket	360 to Load	Full Down from Prep Cradle from Extended One Leg 1/4 Cradle from Extended One Leg 360 from Prep to Load Prep to Prone	Prep Level Single Leg Extension Cupie	Straight up Prep	Toss Toe Touch Toss Shoulder Sit Unassisted Toss Chair Assisted Walk up Hands Pop Off from Extended
ELITE	Ground Level Front Flip to Load Baja Flip Suspended 1/2 Front Flip Shoulder Level Release or below to prep (RD)	Quick Toss to Prep Single Skill Basket Prep Level Lib to Lib Ball Up or Switch up to Prep Immediate BP (RD) Helicopter (RD) Prep Level Lib To Body Position (RD) Shoulder Level /Cradle Horizontal Release to Prep (RD)	1/2 up to Extended Two Feet 360 to Prep (RD)	360 from Extended to Load Full Down from Extended Two Feet Extended to Flat Back Walkover Out Extended to Prone Walkover Out Kick Full from Prep (RD)	Extended Lib	1/2 up Prep	Toss Shoulder Stand Pinwheel Unassisted Walk up Hands Assisted Toss Hands Cradle from Prep Level Unassisted Toss Hands (RD)

HIGH 8-10

	Inversions	Release	Non-Release Twisting	Dismounts	Other Skills	Double Base Partner Skills	COED Skills
STANDARD	Ground Level 1/2 Front Flip to Prep Shoulder Level Handstand to Prep Level	Switch Up to Lib Quick Toss to Extended	360 to Extended Two Feet One and Half to Two Feet	Full Down from Lib Waterfall from Body Position	Extended Single Leg Immediate BP	Straight up Extended Two Feet Press Extension 360 to Prep Level	Unassisted Press Extension Assisted Walk up Extension Assisted Toss to Extended
	W/O,R/O,HS,BHS to Prep Released W/O, R/O, HS,BHS to Prep	1/2 Around Prep to Extended Two Feet Switch Up to Immediate Body Position Released Prep to Prep Full Around Low/High Tick Variations 360 Basket	Prep to Prep Full Around High to Low Full rounds to Prep	Pancake	Shoulder Stand		Ball up to Prep Level Cradle from Extension Tarzan Transition Texas Twister Transition
ELITE	Shoulder Level Handstand to Extended W/O, R/O, HS, BHS to Extended 1/2 W/O, R/O, HS, BHS to Extended (RD) Released W/O,R/O, HS to Extended (RD) Shoulder Level Release or Below to Extended (RD) Shoulder Level or Below to Extended BP (RD)	Low to High Switch Lib to BP 1/2 Up, Ball Up to Immediate BP 1/2 Around to Lib from Prep Level 1/2 up Switch up to Lib Hitch/Kick, Kick/Kick Full Baskets 1/2 Up Switch Ups to Immediate BP (RD) 1/2 Around Prep to Immediate BP (RD) Prep to Ext. Release Full Around to Immediate BP (RD) Shoulder Level/Horizontal Release to Extended (RD) High to High Tick (RD) Full up Switch Up (RD)	Full Twisting Tick Tock at Prep Lib to BP Low to High Full Around 1 1/2 to Extended Two Feet 360 to Lib 1 1/4 Low to High Full Around 360 to extended immediate Body Position (RD) Double Up to Prep (RD) High to Low Switch Lib Spinning Variations (RD) 1 1/2 Low to High Full around to Immediate BP (RD) Twisting Prep to Ext. Full Twisting tick tock to Immediate BP (RD) 1 1/2 to Immediate Body Position (RD) Double up to Extended (RD) High to High Full around (RD)	Cartwheel out from extended Full down from BP Full down from BP 1 1/4 from Extended Body Position (RD) 360 to Prone (RD) Kick Full from Extended Body Position (RD)		Straight up Single leg Press Lib Straight up to Immediate BP (RD) Switch up to Lib (RD) Switch up to immediate body position (RD) 360 to Extended (RD) 360 to Immediate BP (RD)	Unassisted Walk up Extension Hands Press Lib Full Down from Prep Level Full Down from Extended (RD) Unassisted Toss to Extended (RD) Toss 360 to Prep Level or Above (RD) Ball up to Extended (RD) Toss to 1 Arm (RD) Inverted Hand to Hand pop Thru to Prep Level or above (RD) Unassisted Walk in Released Full Around (RD)

STUNT DISCLAIMER - PLEASE READ!

Skills listed use common terms among cheer professionals and are not necessarily NFHS terms. It is important for coaches to know the NFHS definitions and rules for stunts performed by their athletes. "

COED STUNT DISCLAIMER: PLEASE READ!

If a COED team does not perform at least one coed skill, the third skill counted in the range will be a zero.

STUNT EXECUTION:	RANGE DRIVERS OVERALL IMPRESSION:	STUNT CREATIVITY OVERALL IMPRESSION:	BODY POSITIONS:
Perfection of Skill Proper Technique Synchronization & Spacing	Compounding Elements Dynamic Pace/Speed	Creative Transitions, Entrances/Exits	LBS NOT counted as body position Stretch Arabesque Scale Scorpion Needle Bow and Arrow Hitch in Pyramid Only

*UPDATED- August 2022

PYRAMID RUBRIC

AVERAGE of Top 3 Skills

This Chart outlines point ranges by Low, Average, and High for skills performed by the Majority (50% + 1) of the team. (See the "Stunt Ratio Table" for a breakdown of 50%+ 1 for stunting).

COED Teams (3 Or More Males) MUST perform a minimum of one coed skill and meet ratio of 50% + 1 ratio of boys, to obtain maximum points, however, gender of base and top do not matter.

LOW 0-4

Inversion Style	Release Style	Twisting Style	Dismount Style	Other Style
Braced Inversions Ground to Load/Load to Load	Braced Stunt Skills -See Stunt Rubric	Low Twisting Stunt Skills w/2 Bracers	Low Level Stunt Dismounts	
Low Braced Inversions w/2 Bracers	Braced Switch Up to Prep Level	Low Twisting Stunt Skills w/1 Bracer (RD)		
Low Braced Inversions w/1 Bracer (RD)	Braced Prep Level or Below Released Stunt Skills w/2 Bracers			
	Braced Prep Level or Below Released Stunt Skills w/1 Bracer (RD)			
	Braced Prep Level Tick Tock (RD)			

AVERAGE 5-7

Inversion Style	Release Style	Twisting	Dismount Style	Other Style
Released F/B Flip Variations w/2 Bracers Load to Load or Cradle	Braced Release from on Group to another landing in Prep Level or Below	Average Twisting Stunt Skills w/2 Bracers	Average Level Stunt Dismounts	Pull Up Extended Partner Stunt Skills (RD)
Average Braced Inversions w/2 Bracers	Braced Switch Up To Extended Single Leg	Average Twisting Stunt Skills w/1 Bracer (RD)		
Braced From Ground Level to Extended Single Leg	Braced Low to High Single Leg	Average Unbraced Twisting Stunt Skills that Land Connected (RD)		
Released Braced Inversion w/1 Bracer- Baja Flip Variations	Braced Release on One Side (RD)			
Front and Back Flipping Skill Variations *	Braced Foot to Hand Release to Cradle (RD)			
Average Braced Inversions w/1 Bracer (RD)				
Released Two Sided Braced Inversion to Prep (RD)				

HIGH 8-10

Inversion Style	Release Style	Twisting	Dismount Style	Other Style
High Braced Inversions Landing Extended w/2Bracers	Unbraced Release Transition Landing in Extended	High Twisting Stunt Skills w/2 Bracers	High Level Stunt Dismounts	Extended Partner Stunt Skills to BP
Released Twisting Inversion w/1 Bracer- Arabian	Braced Release from one Group to Another	High Twisting Stunt Skills w/1 Bracer (RD)		Inverted, released or twisting Skills
High Braced Inversions Landing Extended w/1 Bracer (RD)	Passing Through and Landing Extended	High Unbraced Twisting Stunt Skills that Land Connected (RD)		Landing Ext with Minimal Bases (RD)
High Unbraced Inversions Landing in Extended (RD)	Braced Release to Ext. BP w/1 Bracer (RD)			
Released Braced F/B Flips Ground/Load to Extended (RD)	Braced Flip w/1 Bracer (RD)			
	Braced Side Sumi (RD)			
	Braced 2 Hand Released Full Twist (RD)			
	Braced Foot to Hand Released Full Twist (RD)			
	High Unbraced Inversions Landing in Extended (RD)			

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COED STUNT DISCLAIMER: PLEASE READ!

If a COED team does not perform at least one coed skill, the third skill counted in the range will be a zero.

PYRAMID EXECUTION:	RANGE DRIVERS OVERALL IMPRESSION:	PYRAMID CREATIVITY OVERALL IMPRESSION:	BODY POSITIONS:	
Perfection of Skill Proper Technique Synchronization & Spacing	Compounding Elements Dynamic Pace/Speed	Creative Transitions, Entrances/Exits	LIBS NOT counted as body position Stretch Arabesque Scale Scorpion Needle Bow and Arrow Hitch in Pyramid Only	*UPDATED-August 2022

JUMPS AND TUMBLING RUBRIC		
Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score		
<i>This Chart outlines point ranges by low , average and high for Jump Skills performed by 50%+ 1</i>		<i>This Chart outlines point ranges by low , average and high for Tumbling Skills Performed by 40%+1</i>
Jumps 50% +1	Low 0-1	Tumbling 40% +1
One single Jump	Non tumbling Team	NO Tumbling Allowed
Single Jump: (Including but not limited to : Star, Pike, Toe Touch, Hurdler Variations)		
One Single Jump	Tumbling Team	Rolls, Cartwheels
Jumps 50% +1	Average 2-3	Tumbling 40% +1
Two Non-Connected Single Jumps	Non tumbling Team	NO Tumbling Allowed
One Combination (RD)		
Two Non-Connected Single Jumps	Tumbling Team	Roundoffs, Walkovers
One Combination (RD)		Connected Average Tumbling
Jumps 50% +1	High 4-5	Tumbling 40% +1
One Combination + One Single Jump	Non tumbling Team	NO Tumbling Allowed
One Combination + One Single Jump that includes Hip Rotation (RD)		
One Combination + One Single Jump	Tumbling Team	HIGH 4
One Combination + One Single Jump that includes Hip Rotation (RD)		Handspring and Handspring Variations
One Jump Connected to High Difficulty Tumbling Skill (RD)		HIGH 5
		Tuck and Tuck Variations (including but not limited to : Punch Front, Tuck, Layouts & Fulls) (RD)
JUMP EXECUTION:		TUMBLING EXECUTION
Synchronization		Form
Jump height		Body control
Landings- legs & feet together, chest placement		Landings-Controlled legs & feet together, chest placement
Straight legs & pointed toes		Pace-Speed
Arm Placement		Synchronization
Uniform style throughout		Mistakes/Errors/Omissions
JUMP COMBINATION CLARIFICATION:		
* Combination defined as two or more jumps combined with no prep in between		
HIP ROTATION CLARIFICATION:		
* Hip rotation is defined as front to side, or side to front		

TRADITIONAL DANCE RUBRIC

Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score

This chart outlines point ranges by low, medium, and high for Dance skills performed .

LOW 0-1

Teams demonstrate a FEW of the following skills:

Entertainment - Low energy throughout with no entertainment value

Visual Elements incorporate a low level of progressive dimension, pace, and speed

Footwork shows a low level of clarity and intricacy

No level changes are present

Demonstrates a low level of "TEAM" showmanship throughout

AVERAGE 2-3

Teams demonstrate MOST of the following skills :

Entertainment - Average energy throughout with little driving entertainment value

Visual Elements incorporate an Average level of progressive dimension, pace, and speed

Footwork shows an average level of clarity and intricacy

Level changes are somewhat distinct, clear and visual

Basic formation changes

*** Formation changes do not need to utilize the whole team**

Demonstrates an average level of "TEAM" showmanship throughout

HIGH 4-5

Teams demonstrate MANY of the following skills :

Entertainment - Strong energy throughout with a driving entertainment value

Visual Elements incorporate a High level of creative dimension, pace, and speed

Footwork shows a High level of clarity and intricacy

Level changes are distinct, clear and visual

Creative and intricate formation changes

*** Formation changes do not need to utilize the whole team**

Demonstrates a high level of "TEAM" showmanship throughout (RD)

DANCE EXECUTION:

Synchronization & Spacing
Clear Motion Definition/Sharpness
Placement
Timing
Mistakes, Omissions & Errors

* updated August 2022

TRADITIONAL OVERALL IMPRESSION RUBRIC

LOW	0-1	0-1
	Cheer Overall Impression	Music Overall Impression
	Presentation lacked excitement throughout	Presentation lacked excitement throughout
	Did Not demonstrate clean and/or solid foundation	Did Not demonstrate clean and /or solid foundation
	Lacks creative choreography & use of props	Lacks creative choreography
	Lacks energy	
AVERAGE	2-3	2-3
	Cheer Overall Impression	Music Overall Impression
	Presentation had Mediocre excitement throughout	Presentation had Mediocre excitement throughout
	Demonstrates some clean foundational elements	Demonstrates some clean foundational elements
	Average creative choreography with average use of props	Average creative choreography
	Average energy	
HIGH	4	4
	Cheer Overall Impression	Music Overall Impression
	Presentation creates excitement throughout	Presentation creates excitement throughout
	Demonstrates clean, solid foundational elements	Demonstrates clean, solid foundational elements
	Demonstrates seamless flow through transitions	Demonstrates seamless flow through transitions
	Positive image of genuine school spirit	Exceptional creative choreography (RD)
	Creative dynamic choreography with multiple uses of props (RD)	
	High energy throughout (RD)	
		<i>*UPDATED August 2022</i>

STOMP CHEER RUBRIC

LOW	0-4	0-4	0-4	0-4	0-1	0-1
	Stomp Difficulty	Stomp Creativity	Stomp Rhythm & Beat	Stomp Synchronization & Precision	Stomp Vocal Dynamics	Overall Impression
	Lacks Step work	Lacks creative introduction	Rhythmic step chant lacks melody	Lacks clean, sharp motions	Voices are not clear	Lacks fluid transitions
	Minimal step choreography while transitioning	Minimal eye-catching material	Beat patterns lack visual clarity	No motion style or consistency throughout	Lacks Voice projection	Lacks Choreography
	Lacks formations	Lacks creativity in formation/level changes	step rhythm & pace lack audible uniformity	Inadequate motion placement	Lacks articulation through pace & tone	Lacks flow between sections
	Lacks level changes	Lacks memorable choreography	Step movements lack clear & distinct audible rhythm changes	Lack of precision in movement	Lacks controlled volume through progressive dynamics	Low energy throughout with no entertainment value
	1 main audible beat/rhythm	Lacks vocal creativity		Inadequate synchronization & execution		Demonstrates a low level of "TEAM" stylized attitude through out
	Minimal pace and speed changes					
AVG	5-7	5-7	5-7	5-7	2-3	2-3
	Stomp Difficulty	Stomp Creativity	Stomp Rhythm & Beat	Stomp Synchronization & Precision	Stomp Vocal Dynamics	Overall Impression
	Average step work	Average creative introduction	Rhythmic step chant melody is average	Average clean, sharp motions	Voices have average clarity	Somewhat fluid transitions
	Average step choreography while transitioning	Average eye-catching material	Beat patterns have an average visual clarity (RD)	Average motion style & Consistency throughout	Average Voice projection	Average Choreography
	2 formation changes	Average Creativity in formation/level changes	Step Rhythm & pace have average audible uniformity (RD)	Average motion placement (RD)	Average articulation through pace & tone	Average flow between sections
	2 level changes	Moderately memorable choreography	Step Rhythm & pace have average audible uniformity (RD)	Average precision in movement (RD)	Some volume remains controlled through progressive dynamics	Average energy throughout with little driving entertainment value
	2 main audible beats/rhythms	Average vocal creativity	Clear and distinct movement during audible rhythm changes (RD)	Intermittent Synchronization & execution (RD)		Demonstrates an average level of "TEAM" stylized attitude throughout
	Average pace and speed changes					
HIGH	8-10	8-10	8-10	8-10	4-5	4-5
	Stomp Difficulty	Stomp Creativity	Stomp Rhythm & Beat	Stomp Synchronization & Precision	Stomp Vocal Dynamics	Overall Impression
	Remarkable step work	Strong, dynamic creative introduction	Rhythmic step chant has excellent melody	Motions are dynamic, clean & sharp	Voices are clear	Fluid transitions
	Clean, distinct step choreography while transitioning	Innovative use of eye-catching and dramatic material	Distinct visual clarity in beat patterns (RD)	Exceptional consistent motion style throughout motion technique	Effective voice projection	Strong energy throughout with a driving entertainment value (RD)
	3 or more formation changes (RD)	Dynamic creativity in formation/level changes (RD)	Step rhythm & pace have exceptional audible uniformity (RD)	Exceptional motion placement (RD)	Excellent articulation through pace & tone	Strong Choreography (RD)
	3 or more Level Changes (RD)	Memorable choreography (RD)	Clear strong & distinct movement during audible rhythm changes (RD)	Outstanding precision in movement (RD)	Volume remains controlled through progressive dynamics	Excellent flow between sections (RD)
	3 or more dynamic audible beats/rhythms (RD)	Excellent vocal creativity (RD)		Exceptional synchronization & execution (RD)		Strong energy throughout with a driving entertainment value (RD)
	Dynamic pace/speed changes (RD)					Demonstrates a high level of "TEAM" stylized attitude throughout (RD)
						*Updated August 2022

GAME DAY CROWDLEADING RUBRIC

Effective chant and cheers should be representative of a team in front of their "home crowd" and how the crowd would respond in those game day situations.

LOW	0-1	0-1	0-1	0-1	0-1	0-1	0-1
	Situational Cue Ineffective response to situational cue	Situational Crowd Effectiveness Low Energy Voices are not loud and clear Volume inconsistencies throughout Lacks consistent pace and flow Lacks crowd coverage/ minimal use of floor Props do not lead Crowd	Situational Execution of Incorporations Poor motion placement Lacks synchronization and sharpness Props distract from crowd leading Skills unsafe & distracting Skills have technique & spacing errors	Cheer Skill Incorporations Skills used do not lead crowd Skills used have major errors No skills were used to lead the crowd Low skill difficulty is incorporated Motions Only	Cheer Execution of Skill Incorporations Cheer did not demonstrate clean and/or solid foundation Skills unsafe & distracting Skills have technique & spacing errors	Cheer Motion Technique/Crowd leading Tools Poor motion placement Lacks sharpness & synchronization Props are obtained & discarded with difficulty Props distract from crowd leading Props do not prepare crowd to yell Low variety of Props	Cheer Crowd Effectiveness Low Energy Voices are not loud and clear Volume inconsistencies throughout Lacks consistent pace and flow Lacks crowd coverage Props distract from crowd leading
				COED teams - No Coed Skills <i>*Coed is defined as 3 or more males</i>			
AVG	2-3	2-3	2-3	2-3	2-3	2-3	2-3
	Situational Cue Slow Response to situational cue	Situational Crowd Effectiveness Average Energy Voices have average enthusiasm and volume Some Volume inconsistencies throughout Average consistent pace and flow Average crowd coverage/ average use of floor Some props are not crowd effective	Situational Execution of Incorporations Average motion placement Average synchronization Some props are sharp and clean Average execution of skills Skills have some technique & spacing errors	Cheer Skill Incorporations Some skills used effectively lead crowd Skill used have some errors Average skill difficulty is incorporated Example of skills below: Crowd leading high stands and shoulder sits Preps, Extensions or 1/2 up to prep 1/2 up to Extended (RD)	Cheer Execution of Skill Incorporations Cheer demonstrated some clean foundational elements, however lacked consistency throughout Average execution of skills Skills have some technique & spacing errors	Cheer Motion Technique/Crowd leading Tools Average motion placement Average level of sharpness & synchronization Props are obtained & discarded with some difficulty Some props distract from crowd leading Props elicit average crowd response Average variety of props used Some props are sharp and clean & prop angles have some errors Flags are used with average synchronization Flag use is average throughout	Cheer Crowd Effectiveness Average energy Voices have average enthusiasm and volume Some volume inconsistencies throughout Average consistent pace and flow Average crowd coverage Some props are not crowd effective
				COED teams must perform at least 1 Average Coed skill (Refer to Rubric) <i>* COED is defined as 3 or more males</i>			
HIGH	4-5	4-5	4-5	4-5	4-5	4-5	4-5
	Situational Cue Effective, and timely response to situational cue	Situational Crowd Effectiveness High Energy! Voices command the crowds attention Volume remains consistent throughout the cheer Dynamic pace and flow Maximum crowd coverage/Floor to elicit crowd response (RD) Props effectively lead crowd (RD)	Situational Execution of Incorporations Exceptionally sharp prop & motion placement High execution of synchronization Props are sharp and clean Clean, safe & solid skills performed throughout Skills have minimal technique & spacing errors	Cheer Skill Incorporations Skills used effectively lead crowd Skills have minimal errors High skill difficulty is incorporated Example of skills below: Crowd leading Shoulder stands Extended single leg stunts Full up to prep Full up extended or Full arounds to any level (RD) Handsprings or tucks (RD)	Cheer Execution of Skill Incorporations Cheer demonstrates clean, solid foundation Clean, safe & solid skills performed throughout Skills have minimal technique & spacing errors	Cheer Motion Technique/Crowd leading Tools Dynamic motion placement Exceptional sharpness & high execution of synchronization Props are obtained & discarded with ease Props are used effectively for crowd response High variety of props Props are sharp and clean, prop angles have minimal errors Flags are used with excellent synchronization Flags are sharp and crisp with dynamic use through out	Cheer Crowd Effectiveness High Energy! Voices command the crowds attention Volume remains consistent throughout cheer Dynamic pace and flow Maximum crowd coverage elicits crowd response (RD)
				COED Teams - Must perform at least 1 high range coed skill (Refer to Rubric) <i>* COED is defined as 3 or more males</i>			<i>*FINAL UPDATED July 2021</i>

GAME DAY BAND DANCE RUBRIC

Effective band dance should be representative of a team in front of their "Home Crowd" in a natural game day setting.

LOW	0-1	0-1	0-1	0-1	0-1
	Band Dance Visual Appeal	Effectiveness of Incorporations	Motion Technique	Crowd leading Tools	Band Dance Execution
	Ineffective use of transitions	Incorporations of choreography & skills are lacking	Poor motion placement	Props are distracting	Multiple mistakes
	No apparent level changes/ripples	No spirit raising antics	Poor motion technique	Props are lacking synchronization, rhythm & flow	Lacks clean transitions & formation spacing errors
	lack of creativity	Incorporations do not allow for average crowd engagement	Motions lack fluidity & Synchronization	Props lack sharpness & cleanliness	Skills unsafe & distracting
	Minimal use of floor		Motions lack cleanliness & sharpness	Props are NOT easy to read	Skills have technique & spacing errors
	Tempo is slow & drags visual appeal	COED teams- Minimal involvement of all team members	No motion style or consistency throughout	Difficulty obtaining & discarding props	
		*All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Props do Not prepare Crowd to yell	
		*Coed is defined as 3 or more males			
AVG	2-3	2-3	2-3	2-3	2-3
	Band Dance Visual Appeal	Effectiveness of Incorporations	Motion Technique	Crowd leading Tools	Band Dance Execution
	Standard visual transitions	Incorporation of choreography & skills are average for Game day setting	Motion placement is average	Props lead the crowd with average confidence	Some mistakes present
	Average use of levels & ripples		Motions technique is average	Props have average synchronization with flowing rhythm	Moderately clean transitions & formation spacing errors
	Average use of creative movements	Average incorporations of skills allowed (Kicks, Jumps)	Motions fluidity & synchronization is average	Props have average sharpness and cleanliness	Average execution of skills
	Average use of floor	Incorporations allow for average crowd engagement	Motion cleanliness & sharpness is average	Props are somewhat readable & elicit average crowd response	Skills have some technique & spacing errors
	Tempo has average dynamics & visual appeal	COED teams- Average involvement of all team members	Average motion style & consistency throughout		
		*All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Props are obtained & discarded with average transitions	
				Incorporations executed elicits average crowd response	
		*Coed is defined as 3 or more males			
HIGH	4-5	4-5	4-5	4-5	4-5
	Band Dance Visual Appeal	Effectiveness of Incorporations	Motion Technique	Crowd leading Tools	Band Dance Execution
	Dynamic visual transitions	Incorporations of choreography & skills are creatively captivating	Excellent motion placement	Props lead crowd with confidence	Minimal mistakes present
	Clear, visual levels & ripples		Motion technique is strong	Props have excellent synchronization with flowing rhythm	Clean transitions throughout & minimal formation spacing errors
	Excellent use of creative movement	Excellent Incorporation of skills allowed (Kicks, Jumps)	Motion fluidity & synchronization is superb	Props are exceptionally sharp and clean	
	Maximized use of full floor	Incorporations are dynamic & allows for crowd engagement	Motions are clean, sharp and dynamic	Props are easy to read & promote crowd response	Clean, safe & solid skills performed throughout
	Tempo is dynamic & leads to exciting visual appeal	COED teams- Excellent involvement of all team members	Consistent motion style throughout	Props are obtained & discarded with fluid & seamless transitions	Skills have minimal technique & spacing errors
		*All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Dynamic Incorporations executed elicits excited crowd response	
		*Coed is defined as 3 or more males			
					* FINAL Updated August 2022

GAME DAY FIGHT SONG RUBRIC

Effective fight song should be representative of a team in front of their "Home Crowd" in a natural game day setting.

LOW	0-1	0-1	0-1	0-1	0-1
	Fight Song Visual Appeal	Effectiveness of Incorporations	Motion Technique	Crowdleading Tools	Fight Song Execution
	Ineffective use of transitions	Incorporations of choreography & skills are lacking	Poor motion placement	Props are distracting	Multiple mistakes
	No apparent level changes/ripples	No spirit raising antics	Poor motion technique	Props are lacking synchronization, rhythm & flow	Lacks clean transitions & formation spacing errors
	Lack of creativity	Incorporations do not allow for average crowd engagement	Motions lack fluidity & synchronization		Props lack sharpness & cleanliness
	Minimal use of floor	NO skill incorporated	Motions lack cleanliness & sharpness	Props are NOT easy to read	Skills have technique & spacing errors
	Tempo is slow & drags visual appeal	COED teams- Lacks involvement of all team members	No motion style or consistency throughout	Difficulty obtaining & discarding props	
		*All team members do not have to dance however they need to be incorporated into routine with crowd leading tools		Props do Not prepare crowd to yell	
		*Coed is defined as 3 or more males			
AVG	2-3	2-3	2-3	2-3	2-3
	Fight Song Visual Appeal	Effectiveness of Incorporations	Motion Technique	Crowdleading Tools	Fight Song Execution
	Standard visual transitions	Incorporation of choreography & skills are average for Game Day setting	Motion placement is average	Props lead the crowd with average confidence	Some mistakes present
	Average use of levels & ripples		Motions technique is average	Props have average synchronization with flowing rhythm	Moderately clean transitions & formation spacing errors
	Average use of creative movements	Incorporations allow for average crowd engagement	Motions fluidity & synchronization is average	Props have average sharpness and cleanliness	Average execution of skills
	Average use of floor	Average incorporations of skills allowed (Stunts, Kicks, Jumps)	Motion cleanliness & sharpness is average	Props are somewhat readable & elicit average crowd response	Skills have some technique & spacing errors
	Average visual appeal	Examples of skills below (does not need to meet ratio)	Average motion style & consistency throughout		Props are obtained & discarded with average transitions
		Thigh Stands, Shoulder sits, Preps or Extensions		Incorporations executed allows crowd to respond	
		COED teams- Average involvement of all team members			
		*Coed is defined as 3 or more males			
HIGH	4-5	4-5	4-5	4-5	4-5
	Fight Song Visual Appeal	Effectiveness of Incorporations	Motion Technique	Crowdleading Tools	Fight Song Execution
	Dynamic visual transitions	Incorporations of choreography & skills are creatively captivating	Excellent motion placement	Props lead crowd with confidence	Minimal mistakes present
	Clear and visual levels & ripples		Motion technique is strong	Props have excellent synchronization with flowing rhythm	Clean transitions throughout & minimal formation spacing errors
	Excellent use of creative movement	Incorporations are dynamic & allows for crowd engagement	Motion fluidity & synchronization is superb	Props are exceptionally sharp and clean	Clean, safe & solid skills performed throughout
	Maximized use of full floor	High level of skills allowed	Motions are clean, sharp and dynamic	Props are easy to read & promote crowd response	Skills have minimal technique & spacing errors
	Exciting visual appeal	(Stunts, Tumbling, Kicks, Jumps)	Consistent motion style throughout		Props are obtained & discarded with fluid & seamless transitions
		Examples of skills below (does not need to meet ratio)		Dynamic Incorporations executed allows for excited crowd response	
		Shoulder Stands, Extended single leg stunts, Full up to prep,			
		Full up extended, Full rounds at any level (RD)			
		Handsprings & Tucks (RD)			
		COED teams-All team members are incorporated			
		*Coed is defined as 3 or more males			
					<i>* FINAL Updated August 2022</i>

INDIVIUDAL RUBRIC

This represents a comprehensive individual rubric

LOW 0-1

Crowd Effective Material	Use of Motions	Use of Props	Jumps	Dance	Overall
Ineffective pace, control of tempo	Poor placement, bent wrists, elbows	Minimal props used to lead	Basic Jump Combination(s)	Refer to Dance Traditional Rubrics	No spirit raising antics
Voice drop during skill incorporations	Lacks synchronization	Props distract from leading	*Single Jump: Star, Pike, Toe Touch, Hurdler Varieties		Little creativity
Voice is not loud and clear	Reduced sharpness	Props are not synchronized with words			Unsafe performance
Transitions detract from crowd leading		Props do not prepare crowd to yell			
Lacks creativity		Props are not easy to read			

AVERAGE 2-3

Crowd Effective Material	Use of Motions	Use of Props	Jumps	Dance	Overall
Occasional pace and tempo inconsistencies	Minor placement, wrists, elbow issues	Some props due not effectively lead	One Combination	Refer to Dance Traditional Rubrics	Average spirit raising antics
Voice has minimal interruptions in skill incorporations	Average synchronization	Lacks full incorporation of props to lead	Combination with Hip Rotation (RD)		Standard creativity
Voice has average enthusiasm and volume	Average sharpness	Props somewhat communicate to crowd	* Pike/Toe Touch, Right Front/Toe Touch, Right Front/Toe Touch/Left Front		Mostly solid, safe performance
Standard creativity with use of skill incorporation		Props have minimal disruptions	Right Front/Toe Touch/Left Front		

HIGH 4-5

Crowd Effective Material	Use of Motions	Use of Props	Jumps	Dance	Overall
Dynamic pace and tempo lead and excite the crowd	Excellent placement and motion technique	High use of props to lead	Two Combinations	Refer to Dance Traditional Rubrics	Demonstrated spirit raising antics
Voices commands the crowds attention	Effective use of motions and motions with props	Props promote crowd to respond	Two Combinations with Hip Rotation (RD)		Creative and entertaining
Voice is loud and clear during skill incorporation	Exceptionally sharp (RD)	Props effectively lead crowd (RD)	* Pike/Toe Touch, Right Front/Toe Touch,		Executed, solid, safe performance
Creativity within incorporations creates excitement (RD)		Props flow seamlessly (RD)	Right Front/Toe Touch/Left Front		

Individual Range Drivers	Execution Range Drivers
Creativity	Form
Entertainment Value	Spacing
Exceptional Energy	Mistakes/Errors/Omissions
Difficulty of Incorporated Skills	Pace/Speed

GROUP/PARTNER STUNT RUBRIC

This represents a comprehensive group/partner rubric

LOW 0-1

Group Stunt Difficulty	Entrances	Dismounts	Transitions	Creativity
Refer to Stunt Rubric	Refer to Stunt Rubric	Refer to Stunt Rubric	Refer to Stunt Rubric	Little creativity Unsafe performance

AVERAGE 2-3

Group Stunt Difficulty	Entrances	Dismounts	Transitions	Creativity
Refer to Stunt Rubric	Refer to Stunt Rubric	Refer to Stunt Rubric	Refer to Stunt Rubric	Standard creativity Mostly solid and safe performance

HIGH 4-5

Group Stunt Difficulty	Entrances	Dismounts	Transitions	Creativity
Refer to Stunt Rubric	Refer to Stunt Rubric	Refer to Stunt Rubric	Refer to Stunt Rubric	Creative and entertaining Executed a solid and safe performance

<u>Group Stunt Range Drivers</u>
Creativity
Entertainment Value
Exceptional Energy
Difficulty of Incorporated Skills

<u>Execution Range Drivers</u>
Form
Spacing
Mistakes/Errors/Omissions
Pace/Speed