CONNECTICUT ASSOCIATION OF SCHOOLS CHEERLEADING SCORE SHEET

Number of Cheerleaders___

Division

Judge Number

Judge 1 & 5

JUMPS DIFFICULTY (* See Appendix A)			DANCE						CHOREOGRAPHY OF ENTIRE ROUTINE			
	0	• No Jumps		0	• No Dance						• Little to no visual elements	
/5: Max = 5	0.1 - 0.4	• Majority of basic jumps only		0.1 - 1.9	• Below average e	nergy, musicalit	y, rhythm, and	l		0.1 - 1.9	• Flow & construction of routine off at times	
	0.509	• Most Basic jumps only			pace of music ('	'and" counts)					• Minimal incorporation of skills	
	1.0 - 1.4	• Majority Advanced jumps, not connected			• Minimal to no tr	ansitional eleme	ents and level cl	hanges			Some visual elements	
	1.5 - 1.9	• Most advanced jumps, not connected			• Minimal variety	of movement an	d use of footwo	ork,		2.0 - 3.9	• Average flow & construction of routine	
	2.0 - 2.4	• Majority two advanced jumps, connected			floor work, visua	al effects, etc.			/5		• Average incorporation of skills	
	2.5 - 2.9	• Most two advanced jumps connected			• Basic dance cho	reography and/o	or creativity				Superior visual elements	
	3.0 - 3.4	• Majority three advanced jumps, connected		2.0 - 3.9	• Average energy,	musicality, rhy	hm, and pace o	of	Max = 5	4.0 - 5.0	• Superior flow & construction of routine	
	3.5 - 3.9	• Most three advanced jumps, connected			music ("and" cou	ints)					• Superior incorporation of skills	
	4.0 - 4.4	• Most four advanced jumps, three connected			• Some advanced transitional elements and level changes				-			
	4.5 - 5.0	• Most four advanced jumps, four connected			• Some variety of movement and use of footwork,				DANCE TECHNIQUE			
Basic Jumps : Tucks, Eagles			/5		floor work, visual effects, etc.						Below average quality of movement-	
Advanced Jumps: Toe Touch, Hurdler, Herkie & Pike					• Average dance choreography and/or creativity					0.1 - 1.9	poor placement	
Exceptional Jumps: Double Nine, Around the World					• High energy, musicality, rhythm, and pace of						• Below average timing & synchronization	
					music ("and" counts)						Average quality of movement- average	
JUMPS EXECUTION					• Multiple advanced transitional elements and level changes					2.0 - 3.9	placement and/or control	
	0.0 - 0.4	• Poor technique/zero jumps/no Jumps • performed in unison/timing completely off	Max = 5	4.0 - 5.0	• Superior variety of movement and use of				/5		• Average timing & synchronization	
	0.59	Below average synchronization/timing off in most jumps			footwork, floor work, visual effects, etc.				Max = 5		• Superior quality of movement- excellent	
	1.0 - 1.4	• Average synchronization/timing in majority of jumps			• Superior dance choreography and/or creativity					4.0 - 5.0	placement and/or control	
/2.5	1.5 - 1.9	• Above average synchronization/timing in majority of jumps									• Superior timing & synchronization	
Max = 2.5	2.0 - 2.5	• Superior synchronization/timing in most/all jumps	MAJORITY / MOST TABLE									
			#OF ATHLETES	#OF ATHLETES MAJORITY MOST #OF ATHLETES MAJORITY MOST TOTAL SCORE					TOTAL SCOPE			
JUMPS TECHNIQUE (* See Appendix B)			9	5	7	15	8	11				
	0.0 - 0.4	Poor technique	10	6	8	16	9	12				
	0.59	Below average technique	11	6	8	17	9	12				
	1.0 - 1.4	Average technique	12	7	9	18	10	13				
/2.5	1.5 - 1.9	• Above average technique	13	7	10	19	10	14			/25	
Max = 2.5	2.0 - 2.5	• Superior technique	14	8	11	20	11	15	* See Reference Sheet			

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