

**S
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T
Y**

DANCE

MASCOT

SOLO

DUO

TRIO

STUNT-A-

THON

PARTNER

STUNT

GROUP

STUNT

DANCE & POM DIVISION SCORE SHEET

	Judge #	
	Regionals	
	Classics	
	Nationals	

TECHNICAL SCORE

CHRISTIAN CHEERLEADERS OF AMERICA

Category & Poss Points	Technical Judge	GOOD		NEEDS WORK	OTHER COMMENTS
PROJECTION /10		<input type="checkbox"/>	<i>Engaged audience</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Showmanship</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Emotion</i>	<input type="checkbox"/>	
CREATIVITY & USE OF MUSIC /10		<input type="checkbox"/>	<i>Original moves</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Visual effects</i>	<input type="checkbox"/>	
DIFFICULTY /10		<input type="checkbox"/>	<i>Intricacy</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Challenges of tempo</i>	<input type="checkbox"/>	
FORMATIONS & TRANSITIONS /10		<input type="checkbox"/>	<i>Use of floor</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Smooth/Seamless</i>	<input type="checkbox"/>	
EXECUTION of SKILLS /15		<input type="checkbox"/>	<i>Placement</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Dance Technique</i>	<input type="checkbox"/>	
STRENGTH & CONTROL /10		<input type="checkbox"/>	<i>Clean</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Body control</i>	<input type="checkbox"/>	
SYNCHRONIZATION /15		<input type="checkbox"/>	<i>Uniformity</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Timing</i>	<input type="checkbox"/>	
SPACING /10		<input type="checkbox"/>	<i>Distances</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Angles</i>	<input type="checkbox"/>	
OVERALL IMPRESSION /10		<input type="checkbox"/>	<i>Dynamic, energetic</i>	<input type="checkbox"/>	
		<input type="checkbox"/>	<i>Appropriateness</i>	<input type="checkbox"/>	



TECHNICAL SCORE		100	POSS POINTS
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CHRISTIAN CHEERLEADERS OF AMERICA

MASCOT COMPETITION SCORE SHEET



Judge

EVENT

Regionals
Classics
Nationals

CATEGORY	BREAK DOWN	SCORE	STRONG	WORK ON	COMMENTS
OVERALL EFFECT 30	Overall Impression (15)		Appropriateness		
	Animation/Energy (15)		Entertaining		
			Animated		
CHOREOGRAPHY 40	Music Use (10)		Energetic Throughout		
			Use of Music		
			Upbeat/Positive		
			Visual Effects		
			Original Moves		
			Smooth/Seamless		
			Use of Floor		
CROWD APPEAL/SPIRIT 30	Use of Props (10)		Prop Usage		
			Transitions		
	Personality (10)		Engages the Crowd		
			Keeps up the Spirit		
			Costume		
	Use of Theme (10)		Use of Theme		
	Crowd Involvement (10)		Stays in Character		
			Crowd Participation		

TOTAL SCORE



CHRISTIAN CHEERLEADERS OF AMERICA

Score Sheet SOLO/DUO/TRIO

JUMPS & TUMBLING SCORE SHEET	TOTAL	TECHNIQUE	DIFFICULTY
JUMPS	20.0	10.0	10.0
STANDING TUMBLING <small>(SUBTRACT FOR NON TUMBLING DIVISION)</small>	20.0	10.0	10.0
RUNNING TUMBLING <small>(SUBTRACT FOR NON TUMBLING DIVISION)</small>	20.0	10.0	10.0

SOLOS

DUO & TRIOS

OVERALL SCORE SHEET	TOTAL	TECHNIQUE
PERFORMANCE	10.0	10.0
CHEER OR DANCE	10.0	10.0
ROUTINE COMPOSITION	10.0	10.0
TESTIMONY	10.0	10.0

OVERALL SCORE SHEET	TOTAL	TECHNIQUE
CHEER OR DANCE	10.0	10.0
PERFORMANCE	10.0	10.0
ROUTINE COMPOSITION	10.0	10.0
SYNCHRONIZATION	10.0	10.0

Total Possible Points

100

Total Possible Points

100



SOLO DUO & TRIO Scoring System

SOLO

DUO & TRIO

JUMPS/TUMBLING

JUMPS	
6.0	Individual performs 1 Jump
7.0	Individual performs 1 advanced Jump
8.0	Individual performs 2 advanced Jumps
9.0	Individual performs 2 connected advanced Jumps
10	Individual performs 3 connected advanced Jumps; or 2 connected advanced Jumps plus 1 additional advanced Jump

BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

STANDING TUMBLING	
5.0	Skills performed do not meet the low range requirement
6.0	Low Individual performs standing back handspring
7.0	Individual performs standing back tuck
8.0	Individual performs standing back handspring (or advanced jump) to tuck
9.0	Individual performs standing back handspring (or advanced jump) to layout
10	Individual performs standing back handspring (or advanced jump) to full

RUNNING TUMBLING	
3.0	Skills performed do not meet the low range requirement
4.0	Low Individual performs pass that ends with a back walkover
5.0	Individual performs pass that ends with a back hand spring
6.0	Individual performs pass that ends with a back tuck
7.0	Individual performs pass that ends with a layout
8.0	Individual performs Specialty pass that ends with a tuck or layout
9.0	Individual performs pass that ends with a full
10	Individual performs Specialty pass that ends with a full

JUMPS	
6.0	Group performs 1 Jump
7.0	Group performs 1 advanced Jump
8.0	Group performs 2 advanced Jumps Synchronized
9.0	Group performs 2 connected advanced Jumps
10	Group performs 3 connected advanced Jumps; or 2 connected advanced Jumps plus 1 additional advanced Jump Synchronized

BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

STANDING TUMBLING	
5.0	Skills performed do not meet the low range requirement
6.0	Low Group performs standing back handspring
7.0	Group performs standing back tuck
8.0	Group performs standing back handspring (or advanced jump) to tuck
9.5	Group performs standing back handspring (or advanced jump) to layout
10	Group performs standing back handspring (or advanced jump) to full

RUNNING TUMBLING	
3.0	Skills performed do not meet the low range requirement
4.0	Low Group performs pass that ends with a back walkover
5.0	Group performs pass that ends with a back hand spring
6.0	Group performs pass that ends with a back tuck
7.0	Group performs pass that ends with a layout
8.0	Group performs Specialty pass that ends with a tuck or layout
9.0	Group performs pass that ends with a full
10	Group performs Specialty pass that ends with a full

OVERALL

TESTIMONY (SOLO ONLY)

10.0 Unless Individual is obviously unprepared, all points will be awarded in this category

SYNCHRONIZATION (DUO & TRIO ONLY)

10.0 A Duo or Trios ability to move as one during any and all skills that are performed in a way that is meant to be synchronized

PERFORMANCE

10.0 A Individual or groups ability to captivate the audience with genuine Energy, Sprlrit, and Showmanship

ROUTINE COMPOSITION

10.0 A Individual or groups ability to execute planned Spacing, Formations, Transltions, and Creativity

CHEER AND OR DANCE MOTIONS

10.0 A Individual or groups ability to execute sharp motions, perform a fast paced dance that is entertaining, and incorporate creative elements. As well as the ability to execute their routine with perfection.

SOLO JUMPS AND TUMBLING SCORE SHEET



	JUDGE #	
	REGIONALS	
	CLASSICS	
	NATIONALS	

CHRISTIAN CHEERLEADERS OF AMERICA		TECHNICAL		DIFFICULTY	
COMMENTS	CATEGORY	TECHNICAL JUDGE	CATEGORY	DIFFICULTY JUDGE	
	JUMPS <small>EXECUTION & VARIETY</small> 8.0 - 10.0		JUMPS 6.0 - 10.0		
	STANDING TUMBLING <small>PERFORMANCE</small> 8.0 - 10.0		STANDING TUMBLING 5.0 - 10.0		
	RUNNING TUMBLING <small>PERFORMANCE</small> 8.0 - 10.0		RUNNING TUMBLING 3.0 - 10.0		
	TECHNICAL SCORE		DIFFICULTY SCORE		
TOTAL SCORE: (OUT OF 60 POSSIBLE POINTS)					

JUMPS

Nice jumps - Work on timing and synchronization - Great height - Pull chest up and rotate hips - Point toes!

Keep chest up - Squeeze feet together when landing - Keep arms straight - Add connected jumps - Add tumbling out of jumps

TUMBLING

Feature tumblers with best technique - Straighten legs in BWO & FWO - Straighten legs in layouts

Great incorp! - Use more tumbling in routine - Squeeze legs together in landings - Work on synchronization - Great execution

Add difficulty in tumbling - Work on execution - Great Difficulty - Point your toes! - Work on height of skills - SET for your skills!

SOLO OVERALL SCORE SHEET



	JUDGE #	
	REGIONALS	
	CLASSICS	
	NATIONALS	

CHRISTIAN CHEERLEADERS OF AMERICA	TECHNICAL	
COMMENTS	CATEGORY	TECHNICAL JUDGE
	TESTIMONY Preparedness 8.0 - 10.0	
	PERFORMANCE Ability to captivate an audience with genuine spirit 8.0 - 10.0	
	ROUTINE COMPOSITION Spacing, Transitions Creativity 8.0 - 10.0	
	CHEER AND OR DANCE MOTIONS Sharpness, Crowd involvement, Voice 8.0 - 10.0	
	TECHNICAL SCORE	
TOTAL SCORE: (OUT OF 30 POSSIBLE POINTS)		

PERFORMANCE

Your routine felt like a movie! - Way to captivate the audience - Individuals need to practice there performance - Team needs to practice there performance

DANCE

Great Levels - Add levels - Incorporate more ground and foot work - You made me want to dance - Great pace

CHEER

Creative variety in motions - Great Levels - Add levels - Awesome cheer - Solid execution of arm motions - Squeeze your arms - Watch motion placement - Missed motions

ROUTINE COMPOSITION

Awesome formations - Formations were off - Spacing was off - Practice lining up at the beginning of the routine
Great spacing - Great transitions

DUO & TRIO NON-TUMBLING JUMPS SCORE SHEET



		JUDGE #	1
		REGIONALS	
		CLASSICS	
		NATIONALS	
CHRISTIAN CHEERLEADERS OF AMERICA	TECHNICAL		DIFFICULTY
COMMENTS	CATEGORY	TECHNICAL JUDGE	CATEGORY
	JUMPS EXECUTION & VARIETY 8.0 - 10.0		JUMPS 6.0 - 10.0
	TECHNICAL SCORE		DIFFICULTY SCORE
TOTAL SCORE: (OUT OF 20 POSSIBLE POINTS)		0	

JUMPS

Nice jumps - Work on timing and synchronization - Great height - Pull chest up and rotate hips - Point toes!

Keep chest up - Squeeze feet together when landing - Keep arms straight - Add connected jumps - Add tumbling out of jumps

DUO & TRIO JUMPS AND TUMBLING SCORE SHEET



		JUDGE #	1	
		REGIONALS		
		CLASSICS		
		NATIONALS		
CHRISTIAN CHEERLEADERS OF AMERICA	TECHNICAL		DIFFICULTY	
COMMENTS	CATEGORY	TECHNICAL JUDGE	CATEGORY	DIFFICULTY JUDGE
	JUMPS <small>EXECUTION & VARIETY</small> 8.0 - 10.0		JUMPS 6.0 - 10.0	
	STANDING TUMBLING <small>PERFORMANCE</small> 8.0 - 10.0		STANDING TUMBLING 5.0 - 10.0	
	RUNNING TUMBLING <small>PERFORMANCE</small> 8.0 - 10.0		RUNNING TUMBLING 3.0 - 10.0	
	TECHNICAL SCORE	0	DIFFICULTY SCORE	0
TOTAL SCORE: (OUT OF 60 POSSIBLE POINTS)			0	

JUMPS

Nice jumps - Work on timing and synchronization - Great height - Pull chest up and rotate hips - Point toes!

Keep chest up - Squeeze feet together when landing - Keep arms straight - Add connected jumps - Add tumbling out of jumps

TUMBLING

Feature tumbler with best technique - Straighten legs in BWO & FWO - Straighten legs in layouts

Great incorp! - Use more tumbling in routine - Squeeze legs together in landings - Work on synchronization - Great execution

Add difficulty in tumbling - Work on execution - Great Difficulty - Point your toes! - Work on height of skills - SET for your skills!



CHRISTIAN CHEERLEADERS OF AMERICA

Score Sheet Stunt Competition

BUILDING SCORE SHEET	TOTAL	TECHNIQUE	DIFFICULTY
Stunts	20.0	15.0	5.0
Cradles & Dismounts	20.0	15.0	5.0
Tosses <small>(SUBTRACT FOR JUNIOR HIGH & BELOW) (SUBTRACT FOR ALLSTAR LEVEL 1) (SUBTRACT FOR PARTNER STUNT) (SUBTRACT FOR EMPOWER PRIMARY & YOUTH PLUS)</small>	15.0	10.0	5.0

OVERALL SCORE SHEET	TOTAL	TECHNIQUE
PERFECTION OF ROUTINE	15.0	15.0
PERFORMANCE	15.0	15.0
VARIETY & CREATIVITY	15.0	15.0

Total Possible Points	100
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STUNT-A-THON

EMP PLUS, PREMIERE, JV, VARSITY

STUNTS

1		Skills performed do not meet the low range requirement
2	Below	2 different level appropriate skills
3	Low	3 different level appropriate skills one of which is elite
4	Med	4 different level appropriate skills 2 of which are elite
5	High	5 different level appropriate skills 3 of which are elite

TOSSES

2	Below	Group performs 1 level appropriate toss
3	Low	Group performs 2 level appropriate tosses
4	Med	Group performs one elite level appropriate toss
5	High	Group performs 1 elite level and 1 level appropriate toss

CRADLES AND DISMOUNTS

2	Below	Skills performed do not meet the low range requirement
3	Low	1 level appropriate skill in dismounts/cradles
4	Med	1 elite level appropriate and 1 level appropriate skill in dismounts/cradles
5	High	2 different elite level appropriate skills in dismounts/cradles

EMP PRIMARY, YOUTH PLUS, ELEM, INT, JH

STUNTS

1		Skills performed do not meet the low range requirement
2	Below	2 different level appropriate skills
3	Low	3 different level appropriate skills one of which is elite
4	Med	4 different level appropriate skills 2 of which are elite
5	High	5 different level appropriate skills 3 of which are elite

CRADLES AND DISMOUNTS

2	Below	Skills performed do not meet the low range requirement
3	Low	1 level appropriate skill in dismounts/cradles
4	Med	1 elite level appropriate and 1 level appropriate skill in dismounts/cradles (Straight Cradle considered ELITE)
5	High	2 elite level appropriate skills in dismounts/cradles (Straight Cradle considered ELITE)

ALL STAR LEVEL 2-5

STUNTS

2	Below	Skills performed do not meet low range requirement
3	Low	4 different level appropriate skills
4	Med	4 different level appropriate skills one of which is elite
5	High	4 different level appropriate skills 2 of which are elite

TOSSES

3	Low	Group performs toss that does not meet the level requirement
4	Med	Group performs 1 level appropriate toss
5	High	Group performs 2 level appropriate tosses

CRADLES AND DISMOUNTS

3	Low	1 level appropriate skill in dismounts/cradles
4	Med	2 level appropriate skills in dismounts/cradles
5	High	3 level appropriate skills in dismounts/cradles

ALL STAR LEVEL 1

STUNTS

2	Below	Skills performed do not meet low range requirement
3	Low	4 different level appropriate skills
4	Med	4 different level appropriate skills one of which is elite
5	High	4 different level appropriate skills 2 of which are elite

CRADLES AND DISMOUNTS

3	Low	1 level appropriate skill in dismounts/cradles
4	Med	2 level appropriate skills in dismounts/cradles
5	High	3 level appropriate skills in dismounts/cradles

OVERALL

PERFORMANCE

10.0	A Individual or groups ability to captivate the audience with genuine Energy, Spirit, and Showmanship
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PERFECTION OF ROUTINE

10.0	A Individual or groups ability to perform a perfected routine with genuine Energy, Spirit, and Showmanship
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VARIETY & CREATIVITY

10.0	A Individual or groups ability to include variety and creativity in a routine with genuine Energy, Spirit, and Showmanship
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