

**ROUND 2 – JUNIOR HIGH/MIDDLE SCHOOL SCORESHEET**

SCHOOL \_\_\_\_\_ NO. OF COMPETITORS \_\_\_\_\_ JUDGE ID# \_\_\_\_\_

**Requirements - Four different skills shall be selected from the list below. At least one skill from each category must be performed: Flexibility, Jumping and Tumbling. The total value of the skill difficulty multiplier (DM) cannot exceed 4.80.**

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

Four different skills must be performed. \*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.

**PRECISION DRILL**.....

**COMMENTS:**

**LIST SKILLS IN ORDER PERFORMED**

	DM		SCORE	=	
Skill 1	<input type="text"/>	X	<input type="text"/>	=	<input type="text"/>
_____					
Skill 2	<input type="text"/>	X	<input type="text"/>	=	<input type="text"/>
_____					
Skill 3	<input type="text"/>	X	<input type="text"/>	=	<input type="text"/>
_____					
Skill 4	<input type="text"/>	X	<input type="text"/>	=	<input type="text"/>
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**GENERAL IMPRESSION**.....

Creativity, continuity, team confidence, floor presence, overall impression. The routine should be performed without stiffness, awkwardness or anxiety. There should be poise, ease of performance, energy, creativity in moving from one skill to another. Voice inflection, clarity, team volume, appropriate choice of words is also considered.

**TOTAL**

**Maximum Points Possible 68.00**

**ROUND 3 – JUNIOR HIGH/MIDDLE SCHOOL SCORESHEET**

SCHOOL \_\_\_\_\_ NO. OF COMPETITORS \_\_\_\_\_ JUDGE ID# \_\_\_\_\_

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

**SKILLS**

Tumbling, stunts, flairs, jumps and transitions.

**Variety of skills**                      1-15                     

**Degree of difficulty**                      1-20                     

**Choreography**                      0-6                     

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
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.

**JUMP**

First required skill and must be performed in unison – technique, level of difficulty and togetherness ease.

**Jump** \_\_\_\_\_

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

**FLOOR MOBILITY**

Accuracy of formations, spacing, effectiveness, ease of transitions, transition moves, purpose of movement from formation to formation.

**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**  
116

**COMMENTS:**

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## ROUTINE DESCRIPTION FORM – Round 3

Revised:

2022-24

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
<b>TOTAL</b>			

	# One Leg Extensions	Team Tumbling	# Full Twists/ 360°	# Back Tucks	Difficulty	Points
<b>NEED</b>		ALL				
<b>HAVE</b>						

