

IDAHO CHEER JUDGING RUBRIC

ALL GIRL or COED

	BASIC	FAIR/GOOD	SUPERIOR
JUMPS	<ul style="list-style-type: none"> ▪ Poor technique ▪ Below average difficulty ▪ Limited variety ▪ Below average height ▪ Little to no flexibility ▪ No combinations 	<ul style="list-style-type: none"> ▪ Average technique ▪ Average difficulty ▪ Variety of single jumps ▪ Average height ▪ Average flexibility ▪ Limited combinations 	<ul style="list-style-type: none"> ▪ Above average technique ▪ High level of difficulty ▪ Multiple variety ▪ Excellent height ▪ Excellent flexibility ▪ Multiple combinations ▪ Excellent synchronization of whole team
TUMBLING	<ul style="list-style-type: none"> ▪ Below average technique ▪ Below average difficulty ▪ Limited variety ▪ A few members tumble 	<ul style="list-style-type: none"> ▪ Average technique ▪ Average variety ▪ Average difficulty (<i>stand and/or running springs, walkovers, aerials</i>) ▪ Average combinations ▪ Some members tumble 	<ul style="list-style-type: none"> ▪ Advanced technique ▪ Multiple varieties ▪ High level of difficulty (<i>jump & tumble combs, standing and/or running spring tuck/layout/full</i>) ▪ Advanced combinations ▪ Most members tumble
CHEER	<ul style="list-style-type: none"> ▪ Limited ability to lead a crowd ▪ No level of difficulty ▪ No variety ▪ Sloppy movement ▪ Limited formations ▪ Poor spacing ▪ Poor use of voice ▪ Poor use of incorps ▪ Limited creativity/originality 	<ul style="list-style-type: none"> ▪ Average crowdleading ▪ Average level of difficulty ▪ Average variety ▪ Average movement ▪ Few formations ▪ Average spacing ▪ Average use of voice ▪ Average incorps ▪ Average creativity/originality 	<ul style="list-style-type: none"> ▪ Superior crowdleading ▪ High level of difficulty ▪ Multiple variety (<i>to include a variety footwork, floor work, motions/movement</i>) ▪ Above average movement ▪ Multiple formations/level changes/transitions ▪ Excellent spacing ▪ Superior use of voice/volume ▪ Excellent incorporation of props ▪ Excellent creativity/originality
DANCE	<ul style="list-style-type: none"> ▪ Limited use of floor ▪ No level of difficulty ▪ Little to no variety ▪ No level changes ▪ Sloppy movement ▪ Poor synchronization ▪ Limited formations 	<ul style="list-style-type: none"> ▪ Average use of floor ▪ Average level of difficulty ▪ Average variety ▪ Few level changes ▪ Average movement ▪ Average synchronization ▪ Average formations 	<ul style="list-style-type: none"> ▪ Excellent use of floor ▪ High level of difficulty ▪ Multiple variety ▪ Multiple level changes ▪ Excellent movement ▪ Excellent synchronization ▪ Superior formations ▪ Extremely clean, sharp and precise ▪ Excellent creativity/originality
OVERALL EXECUTION	<ul style="list-style-type: none"> ▪ Limited creativity ▪ Little to no fluidity ▪ Limited energy ▪ Sloppy transitions ▪ Little to no showmanship ▪ Skills were not appropriate for teams ability ▪ Little to no uniformity & unity 	<ul style="list-style-type: none"> ▪ Average creativity ▪ Average fluidity ▪ Average energy ▪ Average transitions ▪ Average showmanship ▪ Most skills were appropriate for teams ability ▪ Average uniformity & unity 	<ul style="list-style-type: none"> ▪ Excellent creativity ▪ Superior fluidity ▪ Exceptional energy ▪ Great transitions ▪ Lots of showmanship ▪ Nearly all skills were appropriate for teams ability ▪ Exceptional uniformity & unity ▪ Superior incorporation of all skills ▪ Superior incorporation of all team members