# IDAHO CHEER JUDGING RUBRIC

## ALL GIRL or COED

<table>
<thead>
<tr>
<th>JUMPS</th>
<th>BASIC</th>
<th>FAIR/GOOD</th>
<th>SUPERIOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Poor technique</td>
<td>• Average technique</td>
<td>• Above average technique</td>
<td></td>
</tr>
<tr>
<td>• Below average difficulty</td>
<td>• Average difficulty</td>
<td>• High level of difficulty</td>
<td></td>
</tr>
<tr>
<td>• Limited variety</td>
<td>• Variety of single jumps</td>
<td>• Multiple variety</td>
<td></td>
</tr>
<tr>
<td>• Below average height</td>
<td>• Average height</td>
<td>• Excellent height</td>
<td></td>
</tr>
<tr>
<td>• Little to no flexibility</td>
<td>• Average flexibility</td>
<td>• Excellent flexibility</td>
<td></td>
</tr>
<tr>
<td>• No combinations</td>
<td>• Limited combinations</td>
<td>• Multiple combinations</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TUMBLING</th>
<th>BASIC</th>
<th>FAIR/GOOD</th>
<th>SUPERIOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Below average technique</td>
<td>• Average technique</td>
<td>• Advanced technique</td>
<td></td>
</tr>
<tr>
<td>• Below average difficulty</td>
<td>• Average variety</td>
<td>• Multiple varieties</td>
<td></td>
</tr>
<tr>
<td>• Limited variety</td>
<td>• Average difficulty (stand and/or running springs, walkovers, aerials)</td>
<td>• High level of difficulty (jump &amp; tumble combs, standing and/or running spring tuck/layout/full)</td>
<td></td>
</tr>
<tr>
<td>• A few members tumble</td>
<td>• Average combinations</td>
<td>• Advanced combinations</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CHEER</th>
<th>BASIC</th>
<th>FAIR/GOOD</th>
<th>SUPERIOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Limited ability to lead a crowd</td>
<td>• Average crowdleading</td>
<td>• Superior crowdleading</td>
<td></td>
</tr>
<tr>
<td>• No level of difficulty</td>
<td>• Average level of difficulty</td>
<td>• High level of difficulty</td>
<td></td>
</tr>
<tr>
<td>• No variety</td>
<td>• Average variety</td>
<td>• Multiple variety (to include a variety of footwork, floor work, motions/movement)</td>
<td></td>
</tr>
<tr>
<td>• Sloppy movement</td>
<td>• Average movement</td>
<td>• Above average movement</td>
<td></td>
</tr>
<tr>
<td>• Limited formations</td>
<td>• Few formations</td>
<td>• Multiple formations/level changes/transitions</td>
<td></td>
</tr>
<tr>
<td>• Poor spacing</td>
<td>• Average spacing</td>
<td>• Excellent spacing</td>
<td></td>
</tr>
<tr>
<td>• Poor use of voice</td>
<td>• Average use of voice</td>
<td>• Superior use of voice/volume</td>
<td></td>
</tr>
<tr>
<td>• Poor use of incorps</td>
<td>• Average incorps</td>
<td>• Excellent incorporation of props</td>
<td></td>
</tr>
<tr>
<td>• Limited creativity/originality</td>
<td>• Average creativity/originality</td>
<td>• Excellent creativity/originality</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DANCE</th>
<th>BASIC</th>
<th>FAIR/GOOD</th>
<th>SUPERIOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Limited use of floor</td>
<td>• Average use of floor</td>
<td>• Excellent use of floor</td>
<td></td>
</tr>
<tr>
<td>• No level of difficulty</td>
<td>• Average level of difficulty</td>
<td>• High level of difficulty</td>
<td></td>
</tr>
<tr>
<td>• Little to no variety</td>
<td>• Average variety</td>
<td>• Multiple variety</td>
<td></td>
</tr>
<tr>
<td>• No level changes</td>
<td>• Few level changes</td>
<td>• Multiple level changes</td>
<td></td>
</tr>
<tr>
<td>• Sloppy movement</td>
<td>• Average movement</td>
<td>• Excellent movement</td>
<td></td>
</tr>
<tr>
<td>• Poor synchronization</td>
<td>• Average synchronization</td>
<td>• Excellent synchronization</td>
<td></td>
</tr>
<tr>
<td>• Limited formations</td>
<td>• Average formations</td>
<td>• Superior formations</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>OVERALL EXECUTION</th>
<th>BASIC</th>
<th>FAIR/GOOD</th>
<th>SUPERIOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Limited creativity</td>
<td>• Average creativity</td>
<td>• Excellent creativity</td>
<td></td>
</tr>
<tr>
<td>• Little to no fluidity</td>
<td>• Average fluidity</td>
<td>• Superior fluidity</td>
<td></td>
</tr>
<tr>
<td>• Limited energy</td>
<td>• Average energy</td>
<td>• Exceptional energy</td>
<td></td>
</tr>
<tr>
<td>• Sloppy transitions</td>
<td>• Average transitions</td>
<td>• Great transitions</td>
<td></td>
</tr>
<tr>
<td>• Little to no showmanship</td>
<td>• Average showmanship</td>
<td>• Lots of showmanship</td>
<td></td>
</tr>
<tr>
<td>• Skills were not appropriate for teams ability</td>
<td>• Most skills were appropriate for teams ability</td>
<td>• Nearly all skills were appropriate for teams ability</td>
<td></td>
</tr>
<tr>
<td>• Little to no uniformity &amp; unity</td>
<td>• Average uniformity &amp; unity</td>
<td>• Exceptional uniformity &amp; unity</td>
<td></td>
</tr>
</tbody>
</table>

• Superior incorporation of all skills
• Superior incorporation of all team members
**IDAHO CHEER STUNT RUBRIC**

<table>
<thead>
<tr>
<th>GENERAL</th>
<th>BASIC</th>
<th>FAIR/GOOD</th>
<th>SUPERIOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Poor technique</td>
<td>• Average technique</td>
<td>• Above average technique</td>
<td></td>
</tr>
<tr>
<td>• Limited variety</td>
<td>• Average variety</td>
<td>• Multiple Variety/Advanced</td>
<td></td>
</tr>
<tr>
<td>• Limited difficulty</td>
<td>• Average difficulty</td>
<td>• High level of difficulty</td>
<td></td>
</tr>
<tr>
<td>• Many beginner stunts</td>
<td>• Most intermediate stunts</td>
<td>• Great variety and advanced skills in dismounts</td>
<td></td>
</tr>
<tr>
<td>• Low variety of dismounts</td>
<td>• Some variety of dismounts</td>
<td>• Many sequences/transitions</td>
<td></td>
</tr>
<tr>
<td>• No sequences/transitions</td>
<td>• A few sequences/transitions</td>
<td>• Release Stunts</td>
<td></td>
</tr>
<tr>
<td>• Many dropped stunts</td>
<td>• Few dropped stunts OR Many unstable stunts</td>
<td>• Braced Rolls/Flip Stunts</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RELEASE STUNTS*</th>
<th>• Prep level and below variations</th>
<th>• Quick toss to two leg stunts</th>
<th>• Quick toss to single leg extended stunts</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Low to high tick tock variations to extended liberty stunts</td>
<td>Release moves from prep level to extended stunts</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Release moves caught at prep level or below</td>
<td>Low to high tick tock variations with extended elite body positions</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Single skill basket tosses</td>
<td>Spinning quick tosses to stunts</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>INVERSION STUNTS*</th>
<th>• Prep level and below variations</th>
<th>• Suspended rolls</th>
<th>• Spinning suspended rolls</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Inversion transitions to prep level and below</td>
<td>Inversions that transition to extended stunts</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Released inverted stunts to prep level</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PYRAMIDS*</th>
<th>• Prep level and below variations (braced non-released transitions, inverted stunts at prep level and below, rolling or flipping transition landing at or below prep level)</th>
<th>• Inverted stunts to extended with bracers</th>
<th>• Release transition involving spinning or inversion with bracers that transition to extended positions</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Some full up variations</td>
<td>Advanced full up variations</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Release transition landing extended</td>
<td>Flipping/rolling transitions landing at prep and transition to extended positions with bracers</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Braced inverted stunts landing at prep level</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Braced Flipping/rolling transition landing at prep level</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>COED SKILLS*</th>
<th>• Multi-base stunts</th>
<th>• Some partner stunts</th>
<th>• Incorporation of many partner stunts throughout</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Assisted co-ed skills at prep level</td>
<td>• Walk in or toss to hands then press to extension</td>
<td>• Toss hands press to single leg stunts</td>
</tr>
<tr>
<td></td>
<td>• Assisted walk in toss to chairs or toss to hands at prep level</td>
<td>• Assisted full up variations to prep then extended levels</td>
<td>• Walk in to extended single leg stunts</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>Toss extensions</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>Toss variations to single leg stunts</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>Full up entry to partner stunts</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>Elite body positions of top person</strong></td>
</tr>
</tbody>
</table>

**Note:** All High School Teams in the state of Idaho must follow all stunting rules as outlined in the current NFHS Spirit Rules Book at all times and under all conditions of participation.