



Kent State Cheer & Dance Competition Judging Criteria & Point Scores

CHEERLEADING FUNDAMENTALS	POINT RANGE	JUDGING CRITERIA
CHEER MOTIONS	10 – 8	Very strong technique/strong use of moves for visual effect
- 10 POINTS	7 – 5	Good/some weak arms/bent wrists
	4 – 0	Average to minimal variety/incorrect arm placement/flying arms/ Lacks body control
DANCE MOTIONS	10 – 8	Advanced motions-dance performed with strong, elite technique
- 10 POINTS	7 – 5	Intermediate motions-dance performed with good technique, Arm/body placement off
	4 – 0	Basic motions-dance performed at a slow pace with a low to average level of technique/motions not executed properly/weak motions
JUMPS/DIFFICULTY	10 – 8	Advanced/elite combination jumps (toe touch, hurdlers, pikes)
- 10 POINTS		performed by the majority of team with strong execution
	7 – 5	Intermediate jumps performed by majority of team with good execution/some bent knees
	4 – 0	Average jumps (herkie, tuck) performed with average execution/bent knees/legs apart when landing
RUNNING TUMBLING/ DIFFICULTY	10 – 9	Elite specialty passes (fulls, layouts, X-outs, multi-skilled passes) executed with a high level of perfection by over half the team
- 10 POINTS	8 - 7	Elite skills performed by less than half the team or substandard technique /perfection
		Advance skills (back handspring, round off back handspring, round off tuck/whips, aerials) performed by over half the team with a high level of perfection
	6 - 5	Advance skills performed by less than half the team with substandard technique /perfection
	4 – 0	Beginning/intermediate (cartwheels, round offs, forward rolls) performed by majority of team or intermediate skills with substandard technique
STANDING TUMBLING/ DIFFICULTY	10 - 9	Elite combination skills (handspring/jump tucks, handspring fulls) performed by over half the team with a high level of perfection
- 10 POINTS	8 - 7	Advanced skills/combinations (tucks, jump/handspring) performed by over half the team with a high level of perfection/elite combinations skills performed with substandard technique/perfection
	6 - 5	Intermediate skills (handsprings) performed by the majority of the team with a high level of perfection
	4 - 0	Advance/elite skills performed by less than half the team with a high level of perfection
	4 - 0	Intermediate skills performed by less than half the team with a high level of perfection. Beginning skills (round-offs, cartwheels, forward rolls) performed by the majority of the team.
FORMATIONS/TRANSITION USE OF FLOOR	10 – 8	Strong formations/use complete floor, excellent spacing/clean transitions
- 10 POINTS	7 – 5	Good formations/spacing/use of floor/timing/some transitions – average pace
	4 – 0	Average formations/spacing/use of floor/lack of transitions and slow moving
PYRAMIDS/STUNTS	10 – 8	Advanced/elite partner stunts/pyramids/tosses (extended liberty variations with specialty dismounts including full downs) performed by majority of team with a high level of execution and perfection
- 10 POINTS	7 – 5	Intermediate/advanced partner stunts/pyramids/tosses (extensions, extended liberties and full downs from non-extended stunts) performed by majority of team with high level of perfection or elite stunts executed with sub standard technique
	4 – 0	Beginning/intermediate partner stunts/pyramids (extension preps, shoulder stands, thigh stands) performed by majority of team or intermediate stunts performed with substandard technique
DIFFICULTY/CREATIVITY	10 – 8	Very creative/great correlation of music to routine, unique choreography, very visual
- 10 POINTS	7 – 5	Good creativity/choreography, good use of music, visual
	4 – 0	Average creativity/choreography, average use of music, lacks visual effect
SYNCHRONIZATION/ TIMING	10 - 8	Excellent timing/synchronization, none/minimal errors were made
- 10 POINTS	7 - 5	Good timing/synchronization/errors were made
	4 - 0	Average timing/synchronization/numerous errors were made
OVERALL ROUTINE IMPRESSION	10 – 8	High degree of difficulty, solid routine, great impact/variety, great energy/showmanship
- 10 POINTS		Excellent use of signs/poms/crowd leading skills
	7 – 5	Good difficulty/impact/variety, errors were made, watch smiles
		Good use of signs/poms/crowd responses
	4 – 0	Average difficulty/impact/variety/numerous errors, lacked energy/smiles
		No/lack of signs/poms, lack of crowd leading skills