

TRYOUT SCORE SHEET BREAKDOWN

<u>TUMBLING</u>		Points Possible
Running Pass (on mat)	<i>Difficulty, Execution, Timing, Precision, Body Placement, Control</i> 0= No pass 1-2= Round-off only 3-4= Round-off backhandspring/series 5-6= Any tumbling pass with a tuck 7-8= Any tumbling pass with a layout/whip 9-10= Any tumbling pass with a full	10
Standing Tumbling	<i>Difficulty, Execution, Timing, Precision, Body Placement, Control</i> 0= No pass 1-2= Back handspring/series 3-4= 1 or 2 Back handsprings to Back Tuck 5-6= Back tuck or toe touch back tuck 7-8= 2 back handsprings to layout/whip 9-10= Any standing tumbling with a full	10
<u>JUMPS (All jumps must be connected)</u>		Points Possible
Toe Touch	<i>Form, Height, Prep, Landing, Arm Placement, Flexibility, Precision</i>	5
Front Hurdler/Herkie/Pike	<i>Form, Height, Prep, Landing, Arm Placement, Flexibility, Precision</i>	5
<u>CHEER (on hard floor)</u>		Points Possible
Motion Technique	<i>Placement, Sharpness, Execution, Timing, No Broken-Wrist</i>	10
Voice Projection	<i>Loud, Strong, Word Enunciation, Energy, Enthusiasm</i>	10
Memorization	<i>Word Memory, Motion Memory, Recovery</i>	5
Jump & Standing Skill Combination	<i>Execution, Difficulty, Timing</i>	5
<u>CHANT (Groups of 3)</u>		Points Possible
Motion Technique	<i>Placement, Sharpness, Execution, No Broken-Wrist</i>	5
Timing & Rhythm	<i>Fluid Movement, Motion Memory, Timing</i>	5
<u>Dance (Groups of 3)</u>		Points Possible
Motion Technique	<i>Placement, Sharpness, Execution, No Broken-Wrist</i>	5

Timing & Rhythm	<i>Fluid Movement, Motion Memory, Timing</i>	5
Fight Song (Groups of 3)		Points Possible
Motion Technique	<i>Placement, Sharpness, Execution, No Broken-Wrist</i>	5
Timing & Rhythm	<i>Fluid Movement, Motion Memory, Timing</i>	5
OVERALL IMPRESSION (Based on the entire tryout process)		
Spirit/Enthusiasm	<i>Expression, Facial Projection, Eye Contact, Spirit, Excitement, Crowd Appeal</i>	5
Overall Impression	<i>Confidence, Appearance, Judges Impression, Entertaining</i>	5

STANDARD OF SCORING

This is a breakdown of skills from lowest to highest in point value to give you a reference of what skills will be worth more than others. The actual point value you receive from each judge depends on your execution, technique, and poise while performing each skill. You are encouraged to perform the hardest skill that you can accurately do best.

<i>JUMPS</i>
Poor jumps: Bent legs, flexed toes, poor technique, legs below level, poor landing, poor arm placement
Average jumps: Pointed toes, legs level, landing feet slightly apart, average arm placement
Very strong/above average jumps: Pointed toes, legs slightly hyperextended, landing clean, good arm placement
Perfection: Extremely pointed toes, legs extremely hyper extended, landing feet together, perfect arm placement

MOTION TECHNIQUE

Loose arms, bad placement, broken wrist

Semi-sharp arms, average placement

Extremely sharp, perfect placement

VOICE PROJECTION

Not yelling, poor inflection, no expression

Talking loudly, some inflection, somewhat monotone

Yelling loudly, good inflection, energetic

SPIRIT & ENTHUSIASM

Few smiles, lacks enthusiasm, poor expression, poor presentation

Strong smiles, good enthusiasm, good presentation

Incredibly natural smiles, exceptional enthusiasm, very entertaining, NOT over the top

COMBINATION (JUMP & STANDING SKILL)

Jump to Jump

Jump and Standing Back Handspring, Double or Triple Toe Touch to Back Handspring

Jump and Standing Back Tuck

Double or Triple Toe Touch to Back Tuck

Jump and Standing Full