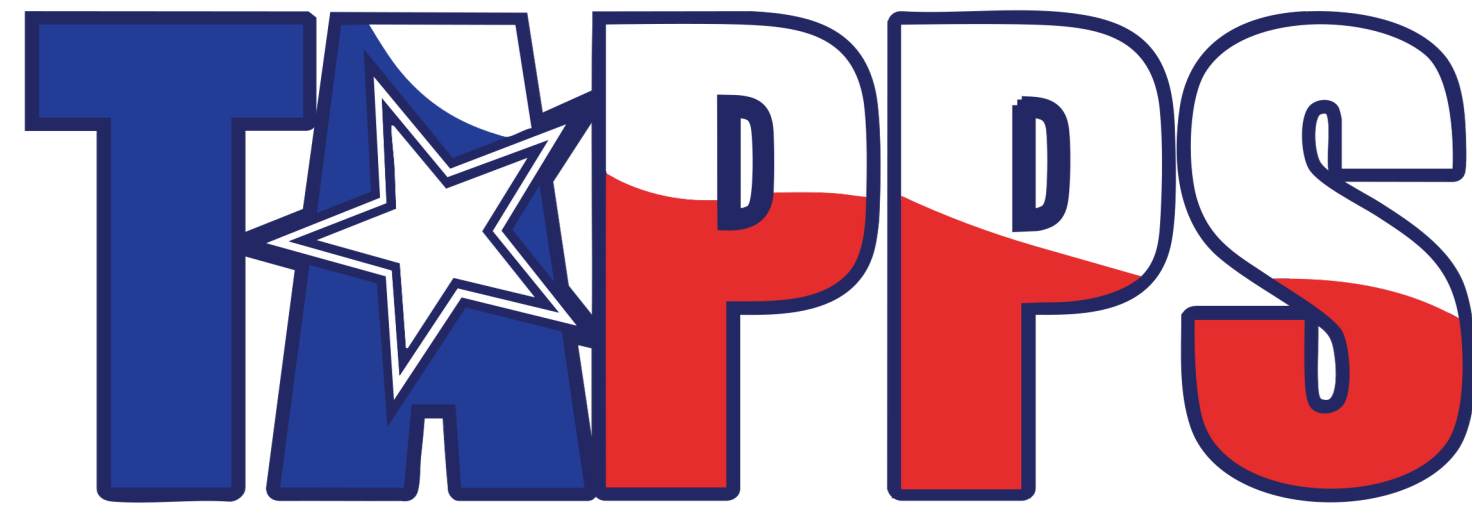
The logo for TAPPS features the letters 'TAPPS' in a stylized, outlined font. The 'T' is solid blue. The 'A' is blue with a white star cutout. The 'P's are red with blue outlines. The 'S' is red with a blue outline. The letters are set against a white background.

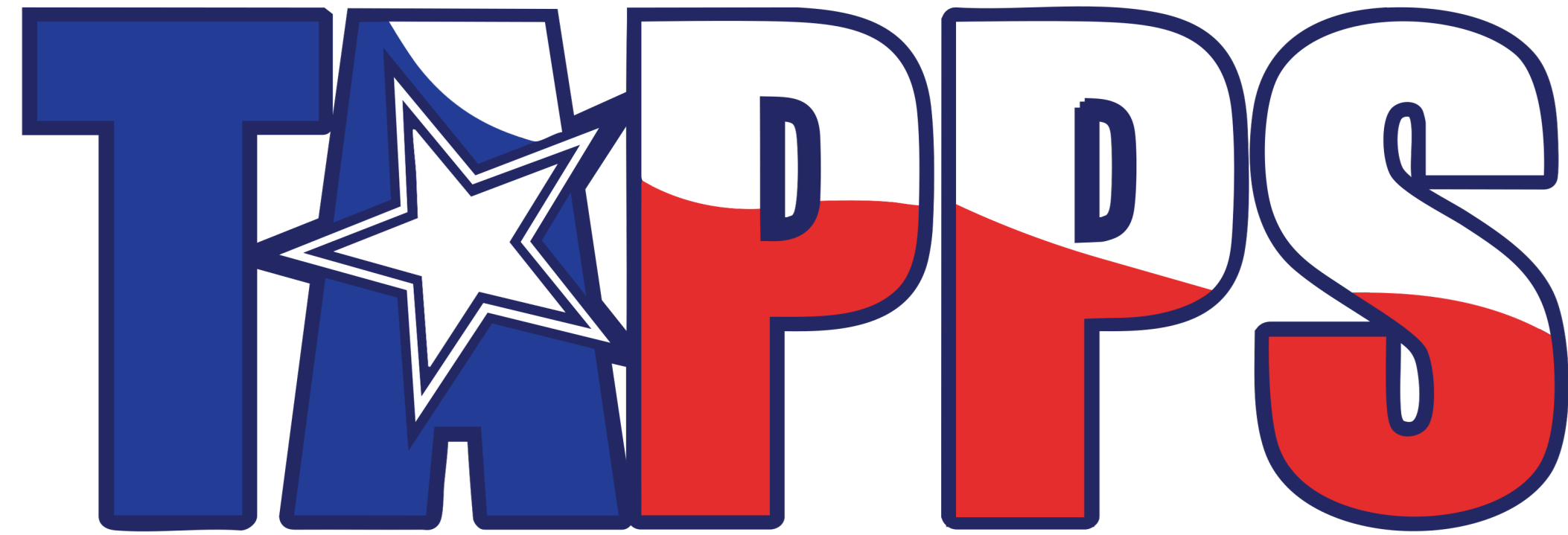
**TAPPS**

**SCORING SYSTEM**

# TAPPS SCORING SYSTEM - TABLE OF CONTENTS



3.	TRADITIONAL SCORING GUIDELINES
4.	STUNT/PYRAMID SCORING GUIDELINES
5.	TUMBLING/JUMP SCORING GUIDELINES
6.	CHEER/DANCE SCORING GUIDELINES
7.	TRADITIONAL QUANTITY CHARTS
8.	STUNT PROGRESSIONS CHART
9.	PYRAMID/TOSS PROGRESSIONS CHART
10.	TUMBLING/JUMP PROGRESSIONS CHART
11.	SPIRIT SCORING GUIDELINES
12.	BAND CHANT SCORING GUIDELINES
13.	CROWD LEADING SCORING GUIDELINES
14.	FIGHT SONG SCORING GUIDELINES

The logo for TAPPS features the letters 'TAPPS' in a bold, outlined font. The 'T' is solid blue. The 'A' is blue with a white star cutout. The 'P's are red with blue outlines. The 'S' is red with a blue outline. The letters are set against a white background with a blue border at the top and bottom.

**TAPPS**

**TRADITIONAL**

STUNT DIFFICULTY	STUNT TECHNIQUE	PYRAMID DIFFICULTY	PYRAMID TECHNIQUE	OVERALL IMPRESSION
<b>BASIC - 2.0-3.0</b>	<b>BELOW - 2.0-3.5</b>	<b>BASIC - 2.0-3.0</b>	<b>BELOW - 2.0-3.5</b>	<b>PACE &amp; FLOW 0.0-1.0</b>
<ul style="list-style-type: none"> <li>At least ONE skill in SKILL LEVEL by MAJORITY</li> </ul>	<ul style="list-style-type: none"> <li>Stunt skills are <b>NOT</b> performed with confidence and precision. Errors across <b>ALL</b> athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Basic pyramid variations. At least two structures.</li> </ul>	<ul style="list-style-type: none"> <li>Pyramid skills are <b>NOT</b> performed with confidence and precision. Errors across <b>ALL</b> athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Building skills performed at an appropriate pace, while showing seamless transitions in and out of skills.</li> </ul>
<b>INTERMEDIATE 3.0-4.0</b>	<b>LOW 3.5-5.0</b>	<b>INTERMEDIATE 3.0-4.0</b>	<b>LOW 3.5-5.0</b>	<b>CREATIVITY 0.0-2.0</b>
<ul style="list-style-type: none"> <li>At least ONE skill in SKILL LEVEL by MAJORITY</li> </ul>	<ul style="list-style-type: none"> <li>Stunt skills are <b>MINIMALLY</b> performed with confidence and precision. <b>FREQUENT</b> errors across athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Intermediate pyramid variations. At least two structures.</li> </ul>	<ul style="list-style-type: none"> <li>Pyramid skills are <b>MINIMALLY</b> performed with confidence and precision. <b>FREQUENT</b> errors across athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Building skills created with intricate entries, transitions, and dismounts.</li> </ul>
<b>ADVANCED 4.0-5.0</b>	<b>MID 5.0-6.5</b>	<b>ADVANCED 4.0-5.0</b>	<b>MID 5.0-6.5</b>	<b>VISUAL APPEAL 0.0-2.0</b>
<ul style="list-style-type: none"> <li>At least ONE skill in SKILL LEVEL by MAJORITY</li> </ul>	<ul style="list-style-type: none"> <li>Stunt skills are <b>MODERATELY</b> performed with confidence and precision. <b>MULTIPLE</b> errors across athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Advanced pyramid variations. At least two structures.</li> </ul>	<ul style="list-style-type: none"> <li>Pyramid skills are <b>MODERATELY</b> performed with confidence and precision. <b>MULTIPLE</b> errors across athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Building skills composed with seamless movement, flow, creativity, and clear picture moments.</li> </ul>
<b>ELITE 5.0-6.0</b>	<b>HIGH 6.5-8.0</b>	<b>ELITE 5.0-6.0</b>	<b>HIGH 6.5-8.0</b>	<b>TOTAL OVERALL 5.0</b>
<ul style="list-style-type: none"> <li>At least ONE skill in SKILL LEVEL by MAJORITY</li> </ul>	<ul style="list-style-type: none"> <li>Stunt skills are <b>MOSTLY</b> performed with confidence and precision. <b>MINIMAL/NO</b> errors across athletes/groups.</li> </ul>	<ul style="list-style-type: none"> <li>Elite pyramid variations. At least two structures.</li> </ul>	<ul style="list-style-type: none"> <li>Pyramid skills are <b>MOSTLY</b> performed with confidence and precision. <b>MINIMAL/NO</b> errors across athletes/groups.</li> </ul>	

\*STUNT/PYRAMID DIFFICULTY INCLUDES BUT IS NOT LIMITED TO: DIFFICULTY OF SKILLS PERFORMED, ATHLETE PARTICIPATION, PACE, VARIETY AND QUANTITY OF SKILLS PERFORMED\*

\*STUNT/PYRAMID TECHNIQUE INCLUDES BUT IS NOT LIMITED TO: TOP PERSON BODY CONTROL, STABILITY OF STUNTS, CONTROL FROM SKILL TO SKILL, AND SYNCHRONIZATION\*

# TAPPS SCORING SYSTEM - TRADITIONAL

## TUMBLING / JUMPS

TUMBLING DIFFICULTY	TUMBLING TECHNIQUE	JUMP DIFFICULTY	JUMP TECHNIQUE	OVERALL IMPRESSION
<b>BASIC - 0.0-2.0</b>	<b>BELOW - 1.0-2.5</b>	<b>BASIC - 2.0</b>	<b>BELOW - 1.0-2.5</b>	<b>PACE &amp; FLOW 0.0-1.0</b>
<ul style="list-style-type: none"> <li>Basic tumbling variations by <b>MAJORITY</b>. Running and standing skills to CARTWHEEL/ROUND OFF, ROLLS</li> </ul>	<ul style="list-style-type: none"> <li>Tumbling skills are <b>NOT</b> performed with confidence and precision. Errors across <b>ALL</b> athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Single jump OR Double jump combo <b>WITH OR WITHOUT VARIETY - BY MAJORITY</b></li> </ul>	<ul style="list-style-type: none"> <li>Jump skills are <b>NOT</b> performed with confidence and precision. Errors across <b>ALL</b> athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Building skills performed at an appropriate pace, while showing seamless transitions in and out of skills.</li> </ul>
<b>INTERMEDIATE 2.1-3.0</b>	<b>LOW 2.5-4.0</b>	<b>INTERMEDIATE 3.0</b>	<b>LOW 2.5-4.0</b>	<b>CREATIVITY 0.0-2.0</b>
<ul style="list-style-type: none"> <li>Intermediate tumbling variations by <b>MAJORITY</b>. Running and standing skills to FRONT WALKOVER / BACK WALKOVER</li> </ul>	<ul style="list-style-type: none"> <li>Tumbling skills are <b>MINIMALLY</b> performed with confidence and precision. <b>FREQUENT</b> errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Double whipped jump <b>WITH OR WITHOUT VARIETY - BY MAJORITY</b></li> </ul>	<ul style="list-style-type: none"> <li>Jump skills are <b>MINIMALLY</b> performed with confidence and precision. <b>FREQUENT</b> errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Building skills created with intricate entries, transitions, and dismounts.</li> </ul>
<b>ADVANCED 3.1-4.0</b>	<b>MID 4.0-5.5</b>	<b>ADVANCED 4.0</b>	<b>MID 4.0-5.5</b>	<b>VISUAL APPEAL 0.0-2.0</b>
<ul style="list-style-type: none"> <li>Advanced tumbling variations by <b>MAJORITY</b>. Running and standing skills to SERIES BACKHANDSPRING (S)</li> </ul>	<ul style="list-style-type: none"> <li>Tumbling skills are <b>MODERATELY</b> performed with confidence and precision. <b>MULTIPLE</b> errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Triple whipped jump <b>OR</b> Double whipped jump plus Single jump <b>WITHOUT VARIETY - BY MAJORITY</b></li> </ul>	<ul style="list-style-type: none"> <li>Jump skills are <b>MODERATELY</b> performed with confidence and precision. <b>MULTIPLE</b> errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Building skills composed with seamless movement, flow, creativity, and clear picture moments.</li> </ul>
<b>ELITE 4.1-5.0</b>	<b>HIGH 5.5-7.0</b>	<b>ELITE 5.0</b>	<b>HIGH 5.5-7.0</b>	<b>TOTAL OVERALL 5.0</b>
<ul style="list-style-type: none"> <li>Elite tumbling variations by <b>MAJORITY</b>. Running and standing skills to TUCK/LAYOUT/FULL</li> </ul>	<ul style="list-style-type: none"> <li>Tumbling skills are <b>MOSTLY</b> performed with confidence and precision. <b>MINIMAL/NO</b> errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Triple whipped jump <b>OR</b> Double whipped jump plus Single jump <b>WITH VARIETY - BY MAJORITY</b></li> </ul>	<ul style="list-style-type: none"> <li>Jump skills are <b>MOSTLY</b> performed with confidence and precision. <b>MINIMAL/NO</b> errors across athletes.</li> </ul>	

\*TUMBLING/JUMP DIFFICULTY INCLUDES BUT IS NOT LIMITED TO: DIFFICULTY OF SKILLS PERFORMED, ATHLETE PARTICIPATION, PACE, VARIETY AND QUANTITY\*

\*TUMBLING/JUMP TECHNIQUE INCLUDES BUT IS NOT LIMITED TO: APPROACH UNIFORMITY, BODY CONTROL, CONTROLLED LANDINGS, SYNCHRONIZATION\*

# TAPPS SCORING SYSTEM - TRADITIONAL

## CHEER & DANCE

CROWD EFFECTIVE MATERIAL	EFFECTIVE USE OF SKILLS	EFFECTIVE USE OF PROPS	FORMATIONS AND TRANSITIONS	PERFORMANCE	DANCE	ROUTINE COMPOSITION
<b>BELOW - 2.0-3.0</b>	<b>BELOW - 2.0-3.0</b>	<b>BELOW - 2.0-3.0</b>	<b>BELOW - 0.0-2.0</b>	<b>BELOW - 0.0-2.0</b>	<b>BELOW - 0.0-2.0</b>	<b>BELOW - 0.0-2.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>DO NOT</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>NOT</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>NOT</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>NOT</b> preformed with confidence and precision. Transitions are <b>NOT</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li><b>NO</b> genuine excitement and energy performed throughout the routine and is <b>NOT</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Dance motions/choreography are <b>NOT</b> performed with confidence and precision. Includes execution, intricacy, levels, and pace.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>NOT</b> composed with seamless movement, flow, creativity, and clear picture moments.</li> </ul>
<b>LOW 3.0-4.0</b>	<b>LOW 3.0-4.0</b>	<b>LOW 3.0-4.0</b>	<b>LOW 2.1-3.0</b>	<b>LOW 2.1-3.0</b>	<b>LOW 2.1-3.0</b>	<b>LOW 2.1-3.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MINIMALLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>MINIMALLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MINIMALLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>MINIMALLY</b> preformed with confidence and precision. Transitions are <b>MINIMALLY</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li><b>MINIMAL</b> genuine excitement and energy performed throughout the routine and is <b>MINIMALLY</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Dance motions/choreography are <b>MINIMALLY</b> performed with confidence and precision. Includes execution, intricacy, levels, and pace.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MINIMALLY</b> composed with seamless movement, flow, creativity, and clear picture moments.</li> </ul>
<b>MID 4.0-5.0</b>	<b>MID 4.0-5.0</b>	<b>MID 4.0-5.0</b>	<b>MID 3.1-4.0</b>	<b>MID 3.1-4.0</b>	<b>MID 3.1-4.0</b>	<b>MID 3.1-4.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MODERATELY</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>MODERATELY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MODERATELY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>MODERATELY</b> preformed with confidence and precision. Transitions are <b>MODERATELY</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li><b>MODERATE</b> genuine excitement and energy performed throughout the routine and is <b>MODERATELY</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Dance motions/choreography are <b>MODERATELY</b> performed with confidence and precision. Includes execution, intricacy, levels, and pace.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MODERATELY</b> composed with seamless movement, flow, creativity, and clear picture moments.</li> </ul>
<b>HIGH 5.0-6.0</b>	<b>HIGH 5.0-6.0</b>	<b>HIGH 5.0-6.0</b>	<b>HIGH 4.1-5.0</b>	<b>HIGH 4.1-5.0</b>	<b>HIGH 4.1-5.0</b>	<b>HIGH 4.1-5.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MOSTLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>MOSTLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MOSTLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>MOSTLY</b> preformed with confidence and precision. Transitions are <b>MOSTLY</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li>Genuine excitement and energy <b>IS</b> performed throughout the routine and is <b>MOSTLY</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Dance motions/choreography are <b>MOSTLY</b> performed with confidence and precision. Includes execution, intricacy, levels, and pace.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MOSTLY</b> composed with seamless movement, flow, creativity, and clear picture moments.</li> </ul>

Building Quantity Chart		
# of Athletes	Majority 50%	Most 75%
5-7 athletes	1	1
8-9 athletes	1	2
10-11 athletes	2	2
12-14 athletes	2	3
15 athletes	3	3
16-19 athletes	3	4
20-23 athletes	4	5
24 athletes	4	6
25-27 athletes	5	6
28-29 athletes	5	7
30 athletes	7	7

Tumbling/Jump Quantity Chart		
# of Athletes	Majority 50%	Most 75%
5 athletes	3	4
6-7 athletes	4	5
8-9 athletes	5	6
10 athletes	6	7
11 athletes	6	8
12-13 athletes	7	9
14 athletes	8	10
15 athletes	8	11
16-17 athletes	9	12
18 athletes	10	13
19 athletes	10	14
20-21 athletes	11	15
22 athletes	12	16
23 athletes	12	17
24-25 athletes	13	18
26 athletes	14	19
27 athletes	14	20
28-29 athletes	15	21
30 athletes	16	22

BUILDING REMINDERS	TUMBLING/JUMP REMINDERS
<ul style="list-style-type: none"> <li>The number of stunt groups/athletes is the minimum number needing to be executed to score in the desired range. utilizing all stunt groups/athletes could positively impact your difficulty score.</li> </ul>	<ul style="list-style-type: none"> <li>Running Tumbling is cumulatively scored throughout the routine. Standing Tumbling is synchronized in the same section.</li> </ul>
<ul style="list-style-type: none"> <li>STUNT/PYRAMID DIFFICULTY includes BUT IS NOT LIMITED TO: Difficulty of skills performed, athlete participation, pace, variety and quantity</li> </ul>	<ul style="list-style-type: none"> <li>TUMBLING/JUMP DIFFICULTY INCLUDES BUT IS NOT LIMITED TO: Difficulty of skills performed, athlete participation, pace, variety and quantity</li> </ul>
<ul style="list-style-type: none"> <li>STUNT/PYRAMID technique INCLUDES BUT IS NOT LIMITED TO: Top person body control, stability of stunts, control from skill to skill, and synchronization</li> </ul>	<ul style="list-style-type: none"> <li>TUMBLING/JUMP TECHNIQUE INCLUDES BUT IS NOT LIMITED TO: Approach, uniformity, body control, controlled landings, synchronization</li> </ul>

STUNT PROGRESSIONS			
BASIC	INTERMEDIATE	ADVANCED	ELITE
Ground level inversions to below prep level	Ground level inversions to prep level	Ground level inversions to extended level	Shoulder inversions to extended level
¼ up to prep level	Shoulder inversion released to below prep level	Shoulder inversions to prep level	Full up extended level
½ up to prep level	¼ up to extended level	Grounded flipping transitions to below prep level	1 ½ up to extended level
¼ - ½ twisting transitions to prone/cradle/side from prep level or below	½ up to extended level	Full up variations to prep level	Low high tic toc variations to extended level
Straight cradle	Quick toss to prep level	Quick toss to extended level	High to high tic toc variations to extended level
Pop off	Prep level tic tocs	Switch up/ball up to prep level	Switch up/ball up to extended level
Thigh stands	¼ cradle released	Suspended rolls	Twisting relased skills (twisting tic tocs/switch ups/etc)
Shoulder sits/stands	Full down from prep level	Full down from extended level – two feet	Full down from extended level - one leg
Prep level stunts	Extended level stunts – two feet	Extended level stunts – one foot	Released kick full dismount
Coed Style: Walk in hands/toss hands	Coed Style: Walk in extension	Coed Style: Toss Extension	Coed Style: Toss Lib

### PYRAMID PROGRESSIONS

BASIC	INTERMEDIATE	ADVANCED	ELITE
Braced non-released transitions	Connected extended level stunts	Connected prep level single leg stunts	Connected extended level single leg stunts
Connected prep or extended level stunts	Intermediate twisting variations	Advanced twisting transitions	Elite twisting variations
Inversion transition to below prep level	Inverted stunts to prep level	Inverted stunts to extended with two bracers	Inverted stunts to extended with one bracer
Release transition to below prep level	Released transitions to prep level	Released transitions to extended level	Multiple released transitions to extended level
Grounded flipping transition landing below prep level	Braced flipping transition landing below prep level	Braced flipping transition landing at prep level	Braced flipping transition landing at extended level

\*AT LEAST TWO STRUCTURES ARE NEEDED\*

\*NEED TWO SKILLS OR MORE TO SCORE IN RANGE - CAN BE SAME SKILL BY TWO GROUPS OR ONE GROUP PERFORMING MULTIPLE SKILLS\*

### TOSS PROGRESSIONS

BASIC	INTERMEDIATE	ADVANCED	ELITE
Straight toss	Toe arch, Pike arch, Pretty girl	Full twisting toss, Ball X	Kick full variations

\*TOSSES ARE NOT REQUIRED, BUT CAN ENHANCE YOUR OVERALL ROUTINE AND CAN DRIVE YOUR PYRAMID DIFFICULTY SCORE AND CAN BE PERFORMED ANYWHERE IN ROUTINE\*

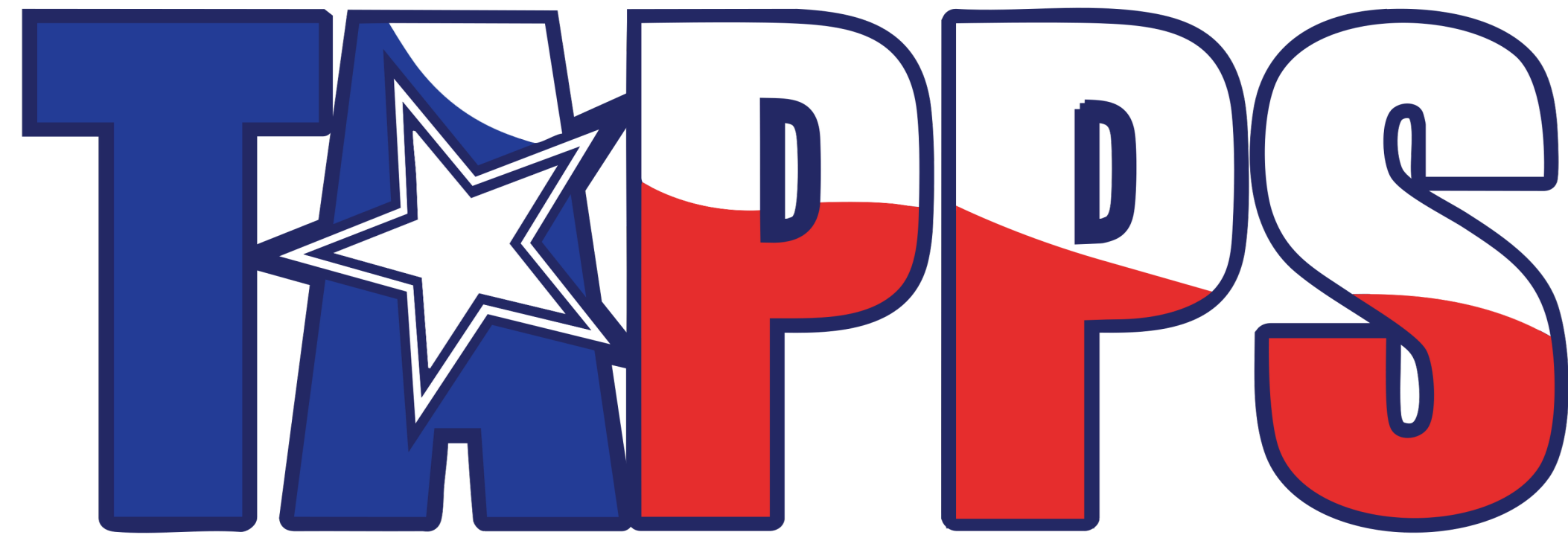
## TUMBLING PROGRESSIONS

BASIC	INTERMEDIATE	ADVANCED	ELITE
Forward roll (0-1.0)	Front walkover	Standing back handspring(s)	Standing tuck, back handspring(s) - tuck/layout/full
Backward roll (0-1.0)	Back walkover	Round off back handspring	Round off tuck/layout/full
Cartwheel/Round off (1.1-2.0)		Round off back handspring series	Round off back handspring tuck/layout/full

\*RUNNING TUMBLING IS CUMULATIVELY SCORED THROUGHOUT THE ROUTINE. STANDING TUMBLING IS SYNCHRONIZED IN THE SAME SECTION\*  
 \*TUMBLING/JUMP DIFFICULTY INCLUDES BUT IS NOT LIMITED TO: DIFFICULTY OF SKILLS PERFORMED, ATHLETE PARTICIPATION, PACE, VARIETY AND QUANTITY\*

## JUMP PROGRESSIONS

BASIC	INTERMEDIATE	ADVANCED	ELITE
Single jump <b>OR</b> Double jump combo <b>WITH OR WITHOUT VARIETY - BY MAJORITY</b>	Double whipped jump <b>WITH OR WITHOUT VARIETY - BY MAJORITY</b>	Triple whipped jump <b>OR</b> Double whipped jump plus Single jump <b>WITHOUT VARIETY - BY MAJORITY</b>	Triple whipped jump <b>OR</b> Double whipped jump plus Single jump <b>WITH VARIETY - BY MAJORITY</b>

The logo for TAPPS features the letters 'TAPPS' in a bold, stylized font. The 'T' is solid blue. The 'A' is white with a blue outline and contains a white five-pointed star with a blue outline. The 'P's are white with blue outlines and a red fill. The 'S' is white with a blue outline and a red fill. The entire logo is set against a white background with a blue border at the top and bottom.

**TAPPS**

**SPIRIT**

# TAPPS SCORING SYSTEM - SPIRIT

## BAND CHANT

EFFECTIVE GAME DAY MATERIAL	EFFECTIVE USE OF SKILLS	EFFECTIVE USE OF PROPS	MOTION TECHNIQUE	VISUAL APPEAL
<b>BELOW - 2.0-4.0</b>	<b>BELOW - 0.0-2.0</b>	<b>BELOW - 0.0-2.0</b>	<b>BELOW - 0.0-2.0</b>	<b>BELOW - 0.0-2.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>DO NOT</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kick skills are <b>NOT</b> performed with confidence and precision. Errors across ALL athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>NOT</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>NOT</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>NOT</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels, visual prop usage and other techniques that encourage crowd participation.</li> </ul>
<b>LOW 4.0-6.0</b>	<b>LOW 2.0-3.0</b>	<b>LOW 2.0-3.0</b>	<b>LOW 2.0-3.0</b>	<b>LOW 2.0-3.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MINIMALLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kick are <b>MINIMALLY</b> performed with confidence and precision. FREQUENT errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MINIMALLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MINIMALLY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MINIMALLY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels, visual prop usage and other techniques that encourage crowd participation.</li> </ul>
<b>MID 6.0-8.0</b>	<b>MID 3.1-4.0</b>	<b>MID 3.1-4.0</b>	<b>MID 3.1-4.0</b>	<b>MID 3.1-4.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MODERATELY</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kick are <b>MODERATELY</b> performed with confidence and precision. MULTIPLE errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MODERATELY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MODERATELY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MODERATELY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels, visual prop usage and other techniques that encourage crowd participation.</li> </ul>
<b>HIGH 8.0-10.0</b>	<b>HIGH 4.1-5.0</b>	<b>HIGH 4.1-5.0</b>	<b>HIGH 4.1-5.0</b>	<b>HIGH 4.1-5.0</b>
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MOSTLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kicks are <b>MOSTLY</b> performed with confidence and precision. MINIMAL/NO errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MOSTLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MOSTLY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MOSTLY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels, visual prop usage and other techniques that encourage crowd participation.</li> </ul>

# TAPPS SCORING SYSTEM - SPIRIT

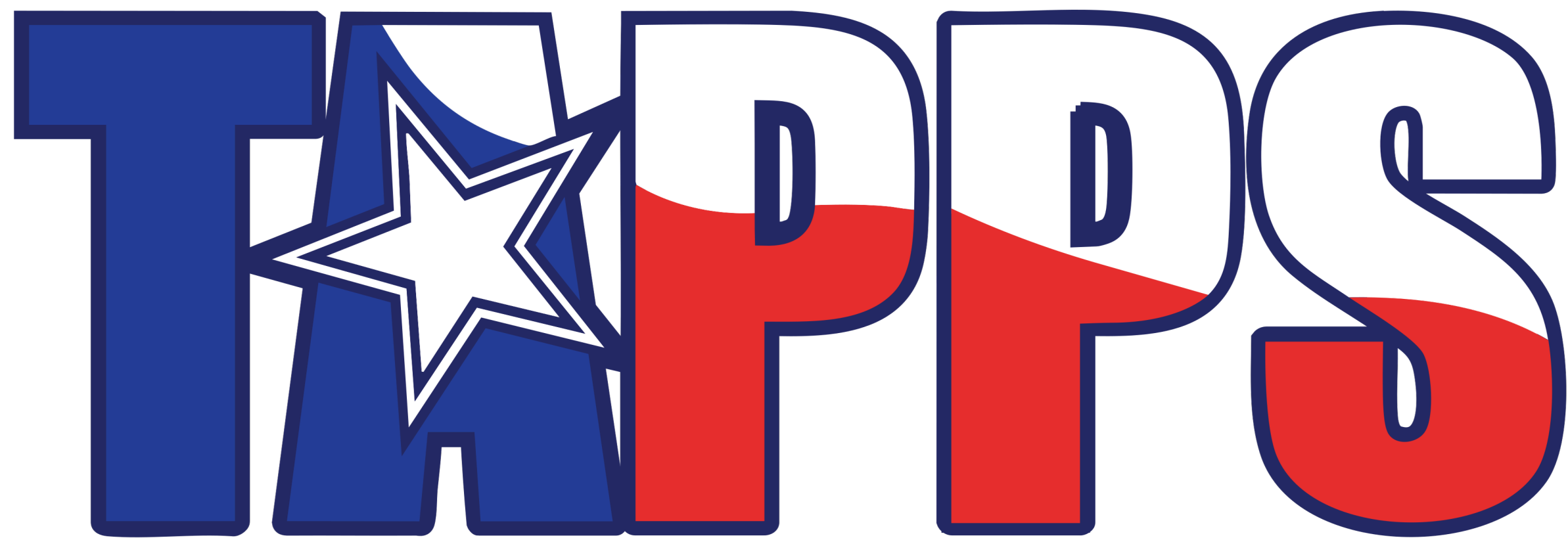
## CROWD LEADING

EFFECTIVE GAME DAY MATERIAL	EFFECTIVE USE OF SKILLS	EFFECTIVE USE OF PROPS	FORMATIONS AND TRANSITIONS	MOTION TECHNIQUE	PERFORMANCE	VISUAL APPEAL
BELOW - 2.0-4.0	BELOW - 2.0-4.0	BELOW 2.0-3.0	BELOW 2.0-3.0	BELOW 2.0-3.0	BELOW 2.0-3.0	BELOW 2.0-3.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>DO NOT</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>NOT</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>NOT</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>NOT</b> preformed with confidence and precision. Transitions are <b>NOT</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>NOT</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li><b>NO</b> genuine excitement and energy performed throughout the routine and is <b>NOT</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>NOT</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.</li> </ul>
LOW 4.0-6.0	LOW 4.0-6.0	LOW 3.0-4.0	LOW 3.0-4.0	LOW 3.0-4.0	LOW 3.0-4.0	LOW 3.0-4.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MINIMALLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>MINIMALLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MINIMALLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>MINIMALLY</b> preformed with confidence and precision. Transitions are <b>MINIMALLY</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MINIMALLY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li><b>MINIMAL</b> genuine excitement and energy performed throughout the routine and is <b>MINIMALLY</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MINIMALLY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.</li> </ul>
MID 6.0-8.0	MID 6.0-8.0	MID 4.0-5.0	MID 4.0-5.0	MID 4.0-5.0	MID 4.0-5.0	MID 4.0-5.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MODERATELY</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>MODERATELY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MODERATELY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>MODERATELY</b> preformed with confidence and precision. Transitions are <b>MODERATELY</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MODERATELY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li><b>MODERATE</b> genuine excitement and energy performed throughout the routine and is <b>MODERATELY</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MODERATELY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.</li> </ul>
HIGH 8.0-10.0	HIGH 8.0-10.0	HIGH 5.0-6.0	HIGH 5.0-6.0	HIGH 5.0-6.0	HIGH 5.0-6.0	HIGH 5.0-6.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MOSTLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Skills are performed in a way that is <b>MOSTLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MOSTLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Variety and execution of formations throughout the routine are <b>MOSTLY</b> preformed with confidence and precision. Transitions are <b>MOSTLY</b> seamless with good pace and flow.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MOSTLY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Genuine excitement and energy <b>IS</b> performed throughout the routine and is <b>MOSTLY</b> performed with confidence and precision</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MOSTLY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.</li> </ul>

# TAPPS SCORING SYSTEM - SPIRIT

## FIGHT SONG

EFFECTIVE GAME DAY MATERIAL	EFFECTIVE USE OF SKILLS	EFFECTIVE USE OF PROPS	MOTION TECHNIQUE	VISUAL APPEAL	RELEVANCE TO GAME DAY ENVIROMENT
BELOW - 2.0-4.0	BELOW - 2.0-4.0	BELOW - 0.0-2.0	BELOW - 0.0-2.0	BELOW - 0.0-2.0	BELOW - 0.0-2.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>DO NOT</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kick skills are <b>NOT</b> performed with confidence and precision. Errors across ALL athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>NOT</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>NOT</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>NOT</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>NOT</b> composed with traditional fight song elements that encourage crowd participation.</li> </ul>
LOW 4.0-6.0	LOW 4.0-6.0	LOW 2.0-3.0	LOW 2.0-3.0	LOW 2.0-3.0	LOW 2.0-3.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MINIMALLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kick are <b>MINIMALLY</b> performed with confidence and precision. FREQUENT errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MINIMALLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MINIMALLY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MINIMALLY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MINIMALLY</b> composed with traditional fight song elements that encourage crowd participation.</li> </ul>
MID 6.0-8.0	MID 6.0-8.0	MID 3.1-4.0	MID 3.1-4.0	MID 3.1-4.0	MID 3.1-4.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MODERATELY</b> demonstrate effective crowd engagement and/or response.</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kick are <b>MODERATELY</b> performed with confidence and precision. MULTIPLE errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MODERATELY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MODERATELY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MODERATELY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MODERATELY</b> composed with traditional fight song elements that encourage crowd participation.</li> </ul>
HIGH 8.0-10.0	HIGH 8.0-10.0	HIGH 4.1-5.0	HIGH 4.1-5.0	HIGH 4.1-5.0	HIGH 4.1-5.0
<ul style="list-style-type: none"> <li>Crowd material, formations, and incorporation <b>MOSTLY</b> demonstrate effective crowd engagement and/or response</li> </ul>	<ul style="list-style-type: none"> <li>Jump/kicks are <b>MOSTLY</b> performed with confidence and precision. MINIMAL/NO errors across athletes.</li> </ul>	<ul style="list-style-type: none"> <li>Props are performed in a way that is <b>MOSTLY</b> easy to follow and encourage crowd engagement.</li> </ul>	<ul style="list-style-type: none"> <li>Motion technique <b>MOSTLY</b> performed with precision, strength, placement, synchronization, and control.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MOSTLY</b> composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.</li> </ul>	<ul style="list-style-type: none"> <li>Routine <b>MOSTLY</b> composed with traditional fight song elements that encourage crowd participation.</li> </ul>



The logo for TAPPS (Texas A&M University Professional Practice Standards) is displayed in a stylized, bold font. The letters 'T', 'A', and 'P' are filled with a dark blue color, while the letters 'P', 'P', and 'S' are filled with a bright red color. A white five-pointed star with a dark blue outline is positioned within the letter 'A'. The entire logo is set against a white background, which is framed by a red border at the top and bottom of the slide.