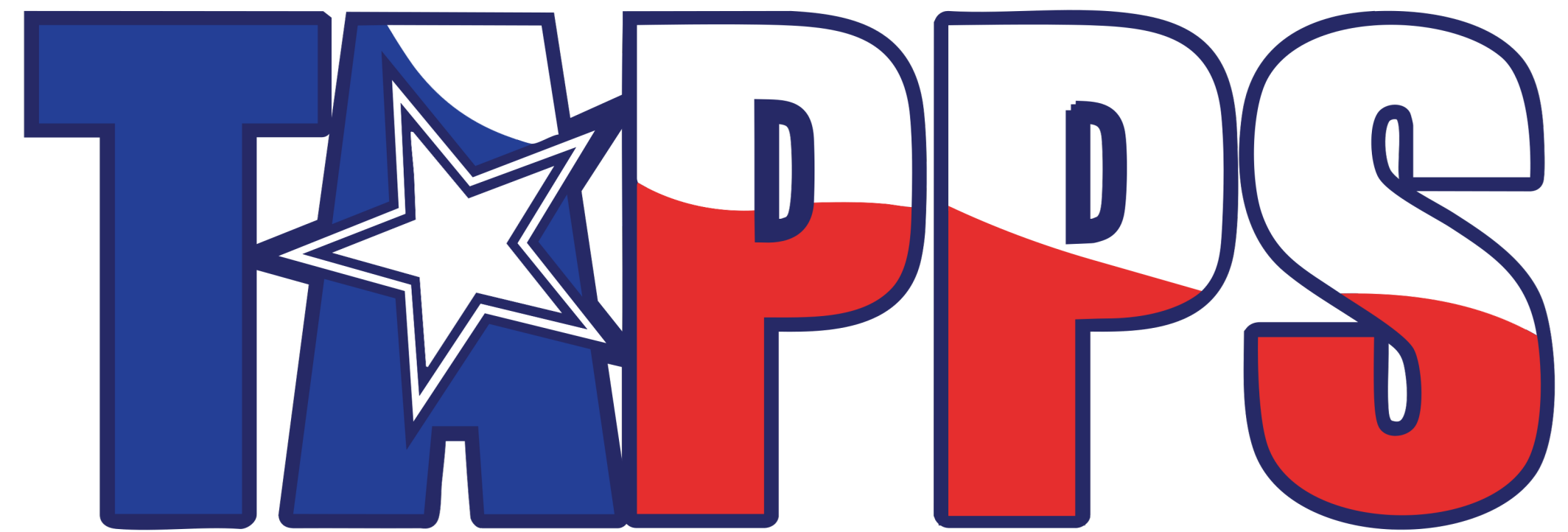
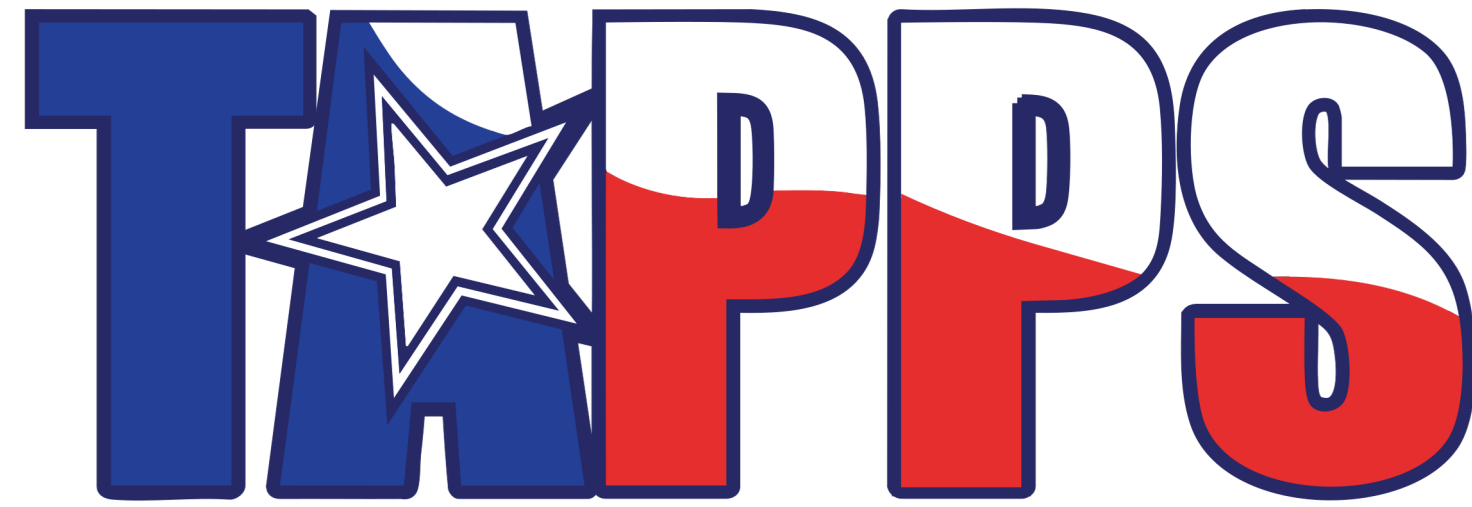


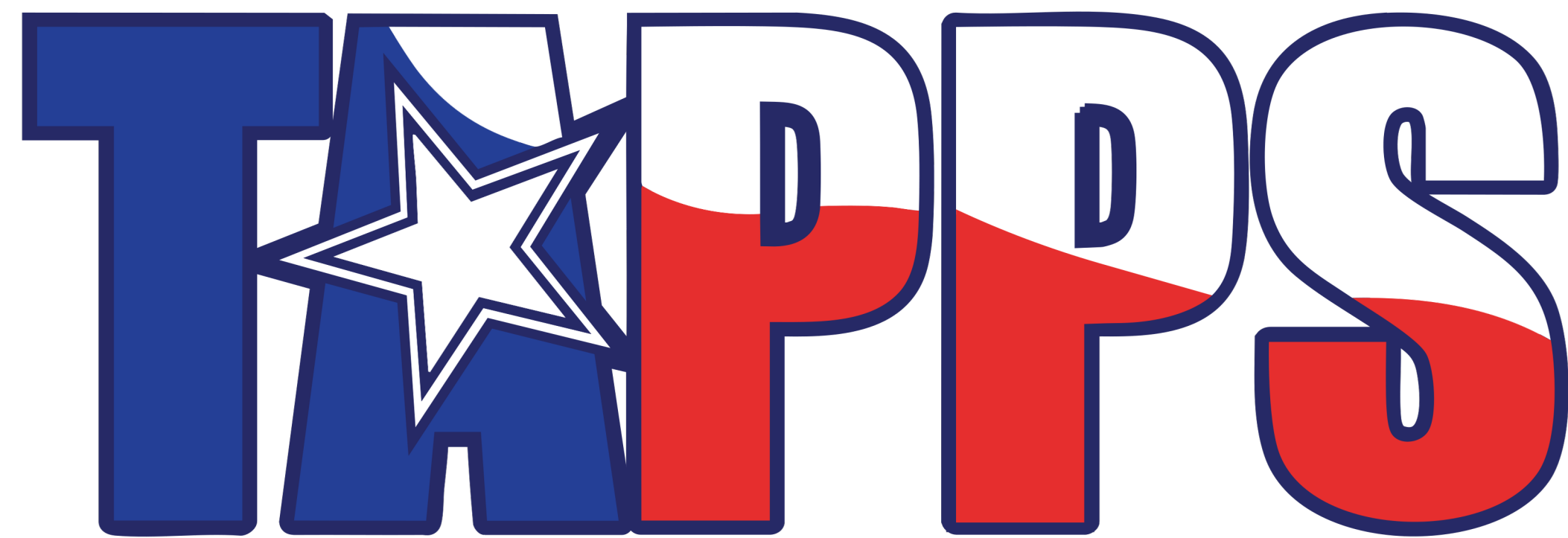


SCORING SYSTEM

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TRADITIONAL

STUNT DIFFICULTY	STUNT TECHNIQUE	PYRAMID DIFFICULTY	PYRAMID TECHNIQUE	OVERALL IMPRESSION
BASIC - 2.0-3.0	BELOW - 2.0-3.5	BASIC - 2.0-3.0	BELOW - 2.0-3.5	PACE & FLOW 0.0-1.0
At least ONE skill in SKILL LEVEL by MAJORITY	Stunt skills are NOT performed with confidence and precision. Errors across ALL athletes/groups.	Basic pyramid variations. At least two structures.	Pyramid skills are NOT performed with confidence and precision. Errors across ALL athletes/groups.	Building skills performed at an appropriate pace, while showing seamless transitions in and out of skills.
INTERMEDIATE 3.0-4.0	LOW 3.5-5.0	INTERMEDIATE 3.0-4.0	LOW 3.5-5.0	CREATIVITY 0.0-2.0
At least ONE skill in SKILL LEVEL by MAJORITY	Stunt skills are MINIMALLY performed with confidence and precision. FREQUENT errors across athletes/groups.	Intermediate pyramid variations. At least two structures.	Pyramid skills are MINIMALLY performed with confidence and precision. FREQUENT errors across athletes/groups.	Building skills created with intricate entries, transitions, and dismounts.
ADVANCED 4.0-5.0	MID 5.0-6.5	ADVANCED 4.0-5.0	MID 5.0-6.5	VISUAL APPEAL 0.0-2.0
At least ONE skill in SKILL LEVEL by MAJORITY	Stunt skills are MODERATELY performed with confidence and precision. MULTIPLE errors across athletes/groups.	Advanced pyramid variations. At least two structures.	Pyramid skills are MODERATELY performed with confidence and precision. MULTIPLE errors across athletes/groups.	Building skills composed with seamless movement, flow, creativity, and clear picture moments.
ELITE 5.0-6.0	HIGH 6.5-8.0	ELITE 5.0-6.0	HIGH 6.5-8.0	TOTAL OVERALL 5.0
At least ONE skill in SKILL LEVEL by MAJORITY	Stunt skills are MOSTLY performed with confidence and precision. MINIMAL/NO errors across athletes/groups.	Elite pyramid variations. At least two structures.	Pyramid skills are MOSTLY performed with confidence and precision. MINIMAL/NO errors across athletes/groups.	

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

TUMBLING DIFFICULTY	TUMBLING TECHNIQUE	JUMP DIFFICULTY	JUMP TECHNIQUE	OVERALL IMPRESSION
BASIC - 0.0-2.0	BELOW - 1.0-2.5	BASIC - 2.0	BELOW - 1.0-2.5	PACE & FLOW 0.0-1.0
Basic tumbling variations by MAJORITY. Running and standing skills to CARTWHEEL/ROUND OFF, ROLLS	Tumbling skills are NOT performed with confidence and precision. Errors across ALL athletes.	Single jump OR Double jump combo WITH OR WITHOUT VARIETY - BY MAJORITY	Jump skills are NOT performed with confidence and precision. Errors across ALL athletes.	Building skills performed at an appropriate pace, while showing seamless transitions in and out of skills.
INTERMEDIATE 2.1-3.0	LOW 2.5-4.0	INTERMEDIATE 3.0	LOW 2.5-4.0	CREATIVITY 0.0-2.0
Intermediate tumbling variations by MAJORITY. Running and standing skills to FRONT WALKOVER / BACK WALKOVER	Tumbling skills are MINIMALLY performed with confidence and precision. FREQUENT errors across athletes.	Double whipped jump WITH OR WITHOUT VARIETY - BY MAJORITY	Jump skills are MINIMALLY performed with confidence and precision. FREQUENT errors across athletes.	Building skills created with intricate entries, transitions, and dismounts.
ADVANCED 3.1-4.0	MID 4.0-5.5	ADVANCED 4.0	MID 4.0-5.5	VISUAL APPEAL 0.0-2.0
Advanced tumbling variations by MAJORITY. Running and standing skills to SERIES BACKHANDSPRING (S)	Tumbling skills are MODERATELY performed with confidence and precision. MULTIPLE errors across athletes.	Triple whipped jump OR Double whipped jump plus Single jump WITHOUT VARIETY - BY MAJORITY	Jump skills are MODERATELY performed with confidence and precision. MULTIPLE errors across athletes.	Building skills composed with seamless movement, flow, creativity, and clear picture moments.
ELITE 4.1-5.0	HIGH 5.5-7.0	ELITE 5.0	HIGH 5.5-7.0	TOTAL OVERALL 5.0
Elite tumbling variations by MAJORITY. Running and standing skills to TUCK/LAYOUT/FULL	Tumbling skills are MOSTLY performed with confidence and precision. MINIMAL/NO errors across athletes.	Triple whipped jump OR Double whipped jump plus Single jump WITH VARIETY - BY MAJORITY	Jump skills are MOSTLY performed with confidence and precision. MINIMAL/NO errors across athletes.	

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
BELOW - 2.0-3.0	BELOW - 2.0-3.0	BELOW - 2.0-3.0	BELOW - 0.0-2.0	BELOW - 0.0-2.0	BELOW - 0.0-2.0	BELOW - 0.0-2.0
Crowd material, formations, and incorporation DO NOT demonstrate effective crowd engagement and/or response.	Skills are performed in a way that is NOT easy to follow and encourage crowd engagement.	Props are performed in a way that is NOT easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are NOT preformed with confidence and precision. Transitions are NOT seamless with good pace and flow.	NO genuine excitement and energy performed throughout the routine and is NOT performed with confidence and precision	Dance motions/choreography are NOT performed with confidence and precision. Includes execution, intricacy, levels, and pace.	Routine NOT composed with seamless movement, flow, creativity, and clear picture moments.
LOW 3.0-4.0	LOW 3.0-4.0	LOW 3.0-4.0	LOW 2.1-3.0	LOW 2.1-3.0	LOW 2.1-3.0	LOW 2.1-3.0
Crowd material, formations, and incorporation MINIMALLY demonstrate effective crowd engagement and/or response	Skills are performed in a way that is MINIMALLY easy to follow and encourage crowd engagement.	Props are performed in a way that is MINIMALLY easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are MINIMALLY preformed with confidence and precision. Transitions are MINIMALLY seamless with good pace and flow.	MINIMAL genuine excitement and energy performed throughout the routine and is MINIMALLY performed with confidence and precision	Dance motions/choreography are MINIMALLY performed with confidence and precision. Includes execution, intricacy, levels, and pace.	Routine MINIMALLY composed with seamless movement, flow, creativity, and clear picture moments.
MID 4.0-5.0	MID 4.0-5.0	MID 4.0-5.0	MID 3.1-4.0	MID 3.1-4.0	MID 3.1-4.0	MID 3.1-4.0
Crowd material, formations, and incorporation MODERATELY demonstrate effective crowd engagement and/or response.	Skills are performed in a way that is MODERATELY easy to follow and encourage crowd engagement.	Props are performed in a way that is MODERATELY easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are MODERATELY preformed with confidence and precision. Transitions are MODERATELY seamless with good pace and flow.	MODERATE genuine excitement and energy performed throughout the routine and is MODERATELY performed with confidence and precision	Dance motions/choreography are MODERATELY performed with confidence and precision. Includes execution, intricacy, levels, and pace.	Routine MODERATELY composed with seamless movement, flow, creativity, and clear picture moments.
HIGH 5.0-6.0	HIGH 5.0-6.0	HIGH 5.0-6.0	HIGH 4.1-5.0	HIGH 4.1-5.0	HIGH 4.1-5.0	HIGH 4.1-5.0
Crowd material, formations, and incorporation MOSTLY demonstrate effective crowd engagement and/or response	Skills are performed in a way that is MOSTLY easy to follow and encourage crowd engagement.	Props are performed in a way that is MOSTLY easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are MOSTLY preformed with confidence and precision. Transitions are MOSTLY seamless with good pace and flow.	Genuine excitement and energy IS performed throughout the routine and is MOSTLY performed with confidence and precision	Dance motions/choreography are MOSTLY performed with confidence and precision. Includes execution, intricacy, levels, and pace.	Routine MOSTLY composed with seamless movement, flow, creativity, and clear picture moments.

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
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.	Running Tumbling is cumulatively scored throughout the routine. Standing Tumbling is synchronized in the same section.
STUNT/PYRAMID DIFFICULTY includes BUT IS NOT LIMITED TO: Difficulty of skills performed, athlete participation, pace, variety and quantity	TUMBLING/JUMP DIFFICULTY INCLUDES BUT IS NOT LIMITED TO: Difficulty of skills performed, athlete participation, pace, variety and quantity
STUNT/PYRAMID technique INCLUDES BUT IS NOT LIMITED TO: Top person body control, stability of stunts, control from skill to skill, and synchronization	TUMBLING/JUMP TECHNIQUE INCLUDES BUT IS NOT LIMITED TO: Approach, uniformity, body control, controlled landings, synchronization

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 STUCTURES ARE NEEDED

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

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

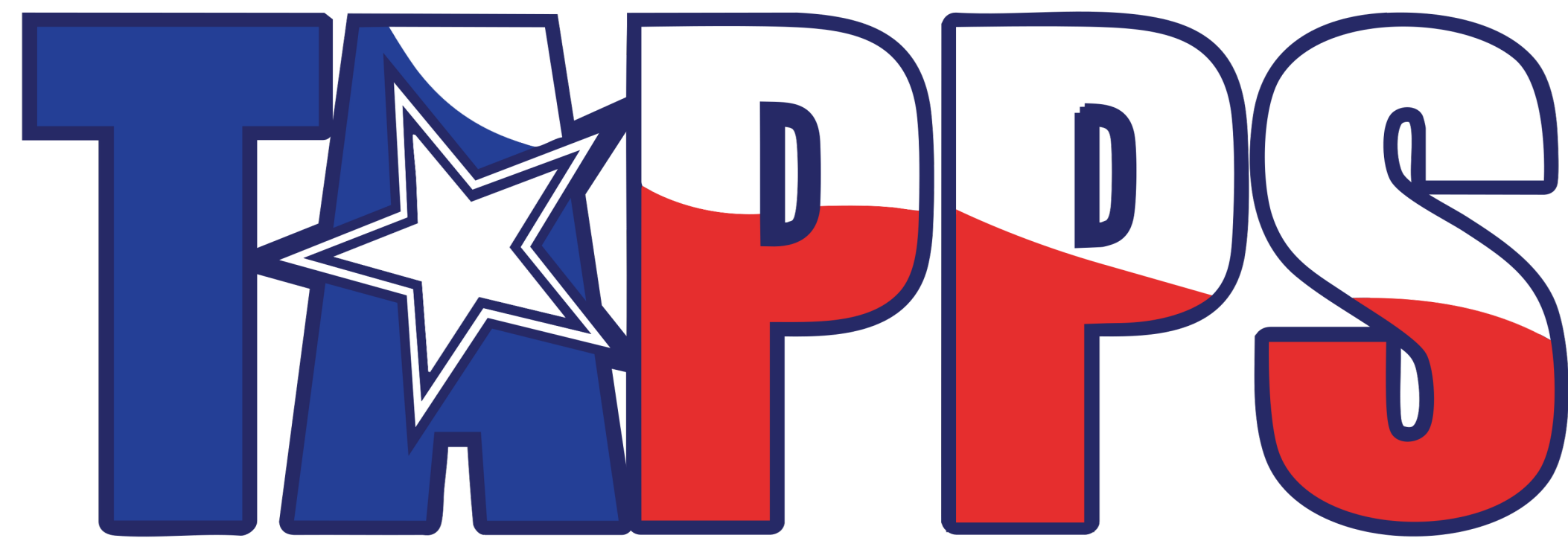
TOSSES ARE NOT REQUIRED, BUT CAN ENHANCE YOUR OVERALL ROUTINE AND CAN DRIVE YOUR PYRAMID DIFFICULTY SCORE AND CAN BE PERFORMED ANYWHERE IN ROUTINE

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 OR Double jump combo WITH OR WITHOUT VARIETY - BY MAJORITY	Double whipped jump WITH OR WITHOUT VARIETY - BY MAJORITY	Triple whipped jump OR Double whipped jump plus Single jump WITHOUT VARIETY - BY MAJORITY	Triple whipped jump OR Double whipped jump plus Single jump WITH VARIETY - BY MAJORITY



TAPPS

SPIRIT

TAPPS SCORING SYSTEM - SPIRIT

BAND CHANT

EFFECTIVE GAME DAY MATERIAL	EFFECTIVE USE OF SKILLS	EFFECTIVE USE OF PROPS	MOTION TECHNIQUE	VISUAL APPEAL
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
Crowd material, formations, and incorporation DO NOT demonstrate effective crowd engagement and/or response.	Jump/kick skills are NOT performed with confidence and precision. Errors across ALL athletes.	Props are performed in a way that is NOT easy to follow and encourage crowd engagement.	Motion technique NOT performed with precision, strength, placement, synchronization, and control.	Routine NOT composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.
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
Crowd material, formations, and incorporation MINIMALLY demonstrate effective crowd engagement and/or response	Jump/kick are MINIMALLY performed with confidence and precision. FREQUENT errors across athletes.	Props are performed in a way that is MINIMALLY easy to follow and encourage crowd engagement.	Motion technique MINIMALLY performed with precision, strength, placement, synchronization, and control.	Routine MINIMALLY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.
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
Crowd material, formations, and incorporation MODERATELY demonstrate effective crowd engagement and/or response.	Jump/kick are MODERATELY performed with confidence and precision. MULTIPLE errors across athletes.	Props are performed in a way that is MODERATELY easy to follow and encourage crowd engagement.	Motion technique MODERATELY performed with precision, strength, placement, synchronization, and control.	Routine MODERATELY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.
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
Crowd material, formations, and incorporation MOSTLY demonstrate effective crowd engagement and/or response	Jump/kicks are MOSTLY performed with confidence and precision. MINIMAL/NO errors across athletes.	Props are performed in a way that is MOSTLY easy to follow and encourage crowd engagement.	Motion technique MOSTLY performed with precision, strength, placement, synchronization, and control.	Routine MOSTLY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.

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
Crowd material, formations, and incorporation DO NOT demonstrate effective crowd engagement and/or response.	Skills are performed in a way that is NOT easy to follow and encourage crowd engagement. BASIC STUNTS ONLY - NO INVERSIONS NO TUMBLING	Props are performed in a way that is NOT easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are NOT preformed with confidence and precision. Transitions are NOT seamless with good pace and flow.	Motion technique NOT performed with precision, strength, placement, synchronization, and control.	NO genuine excitement and energy performed throughout the routine and is NOT performed with confidence and precision	Routine NOT composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.
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
Crowd material, formations, and incorporation MINIMALLY demonstrate effective crowd engagement and/or response	Skills are performed in a way that is MINIMALLY easy to follow and encourage crowd engagement. BASIC STUNTS ONLY - NO INVERSIONS NO TUMBLING	Props are performed in a way that is MINIMALLY easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are MINIMALLY preformed with confidence and precision. Transitions are MINIMALLY seamless with good pace and flow.	Motion technique MINIMALLY performed with precision, strength, placement, synchronization, and control.	MINIMAL genuine excitement and energy performed throughout the routine and is MINIMALLY performed with confidence and precision	Routine MINIMALLY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.
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
Crowd material, formations, and incorporation MODERATELY demonstrate effective crowd engagement and/or response.	Skills are performed in a way that is MODERATELY easy to follow and encourage crowd engagement. BASIC STUNTS ONLY - NO INVERSIONS NO TUMBLING	Props are performed in a way that is MODERATELY easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are MODERATELY preformed with confidence and precision. Transitions are MODERATELY seamless with good pace and flow.	Motion technique MODERATELY performed with precision, strength, placement, synchronization, and control.	MODERATE genuine excitement and energy performed throughout the routine and is MODERATELY performed with confidence and precision	Routine MODERATELY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.
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
Crowd material, formations, and incorporation MOSTLY demonstrate effective crowd engagement and/or response	Skills are performed in a way that is MOSTLY easy to follow and encourage crowd engagement. BASIC STUNTS ONLY - NO INVERSIONS NO TUMBLING	Props are performed in a way that is MOSTLY easy to follow and encourage crowd engagement.	Variety and execution of formations throughout the routine are MOSTLY preformed with confidence and precision. Transitions are MOSTLY seamless with good pace and flow.	Motion technique MOSTLY performed with precision, strength, placement, synchronization, and control.	Genuine excitement and energy IS performed throughout the routine and is MOSTLY performed with confidence and precision	Routine MOSTLY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , visual prop usage and other techniques that encourage crowd participation.

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
Crowd material, formations, and incorporation DO NOT demonstrate effective crowd engagement and/or response.	Jump/kick skills are NOT performed with confidence and precision. Errors across ALL athletes. NO STUNTS/TUMBLING	Props are performed in a way that is NOT easy to follow and encourage crowd engagement.	Motion technique NOT performed with precision, strength, placement, synchronization, and control.	Routine NOT composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.	Routine NOT composed with traditional fight song elements that encourage crowd participation.
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
Crowd material, formations, and incorporation MINIMALLY demonstrate effective crowd engagement and/or response	Jump/kick are MINIMALLY performed with confidence and precision. FREQUENT errors across athletes. NO STUNTS/TUMBLING	Props are performed in a way that is MINIMALLY easy to follow and encourage crowd engagement.	Motion technique MINIMALLY performed with precision, strength, placement, synchronization, and control.	Routine MINIMALLY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.	Routine MINIMALLY composed with traditional fight song elements that encourage crowd participation.
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
Crowd material, formations, and incorporation MODERATELY demonstraterv effective crowd engagement and/or response.	Jump/kick are MODERATELY performed with confidence and precision. MULTIPLE errors across athletes. NO STUNTS/TUMBLING	Props are performed in a way that is MODERATELY easy to follow and encourage crowd engagement.	Motion technique MODERATELY performed with precision, strength, placement, synchronization, and control.	Routine MODERATELY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.	Routine MODERATELY composed with traditional fight song elements that encourage crowd participation.
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
Crowd material, formations, and incorporation MOSTLY demonstrate effective crowd engagement and/or response	Jump/kicks are MOSTLY performed with confidence and precision. MINIMAL/NO errors across athletes. NO STUNTS/TUMBLING	Props are performed in a way that is MOSTLY easy to follow and encourage crowd engagement.	Motion technique MOSTLY performed with precision, strength, placement, synchronization, and control.	Routine MOSTLY composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels , and visual prop usage.	Routine MOSTLY composed with traditional fight song elements that encourage crowd participation.

