

CHEER AND DANCE EXTREME – ALL STAR SCORING/JUDGING GRID

Category	Point Range	Degree of Difficulty	Execution
Jumps	4-6 Basic/Intermediate jumps demonstrating little or no variety in a medium pace. 6-8 Intermediate/Advanced jumps demonstrating variety in a single or double combination of any style. 8-10 Advanced jumps demonstrating variety in a double or triple whip combination. (No break of momentum, or stop, in the arm swing)	Pace Type of jump Unique approaches Innovative level changes Combinations used (Added w/tumbling) % of team participation (Not necessarily same time/jump)	Jump Height Visual appeal Degree of perfection Timing / Synchronization Body Lines / Technique (i.e. - Hyper extended, toe point, landings, arm placement, chest alignment, etc.)
Standing Tumbling	4-6 Demonstrated the required tumbling skills allowed within the level with very few to no team members and little to no specialty and/or unique skills 6-8 Demonstrated the required tumbling skills allowed within the level with few to half of the team with limited specialty and/or unique skills. 8-10 Demonstrated the required tumbling skills allowed within the level with more than half or all of the team; included specialty passes and/or unique skills.	% of team participation # of maximized skills Specialty passes (i.e. - combination of multiple skills pieced together to include skills within that particular level) Unique entries / dismounts # of connected skills Synchronization Height of skills	Visual Appeal Degree of perfection Timing / Synchronization Body lines / Technique (i.e. - Bent legs/arms, pointed toes, landings, etc.)
Running Tumbling	4-6 Demonstrated the required tumbling skills allowed within the level with very few to no team members and little to no specialty and/or unique skills 6-8 Demonstrated the required tumbling skills allowed within the level with few to half of the team with limited specialty and/or unique skills. 8-10 Demonstrated the required tumbling skills allowed within the level with more than half or all of the team; included specialty passes and/or unique skills.	% of team participation # of maximized skills Height of skills Unique entries / dismounts Specialty passes (i.e. - combination of multiple skills pieced together to include skills within that particular level) # of connected skills Synchronization	Degree of perfection Timing / Synchronization Body lines / Technique (i.e. - Bent legs/arms, pointed toes, landings, etc.) Visual Appeal
Tosses/Pyramids	4-6 Demonstrated some of the required toss skills allowed within the level; showed few groups with little or no variation of individual body positions (if allowed); used basic load-in and dismount skills. Demonstrated few of the required stunt skills allowed within the level; showed only basic body positions body positions; used multiple bases; basic dismounts with all stunts. 6-8 Demonstrated the required toss skills allowed within the level; showed limited to few groups with little variation of individual body positions (if allowed); used basic load-in and dismount skills. Demonstrated numerous (i.e. - 3 or more) of the required stunts allowed within the level; showed limited transitions and/or body positions and unique and/or special load ins; had some groups with additional bases; maximized the allowable dismounts with some stunts. 8-10 Demonstrated the required toss skills allowed within the level; showed numerous groups with a variety of skills and/or individual body positions (if allowed) including specialty and/or unique skills within the load-in, dismount and/or height of the toss. Demonstrated the required stunt skills allowed within the level; showed numerous (i.e. - 3 or more) transitions and/or body positions and unique and/or special load ins; used limited bases; maximized the allowable dismounts with many stunts.	Height of toss % of team participation # of bases used per group Synchronization (if applicable) Multiple Groups (Structures) Unique / special load-ins, transitions, grips, etc. # (and/or variety) of body positions demonstrated (if allowed) Unique / special load ins and dismounts for pyramids (i.e. - power presses, full ups, turns, etc.)	Visual Appeal Degree of perfection Timing / Synchronization Body lines / Technique / Flexibility
Partner Stunts	4-6 Demonstrated few of the required stunt skills allowed within the level; showed only basic body positions; used multiple bases; basic dismounts with all stunts. 6-8 Demonstrated numerous (i.e. - 3 or more) required stunts allowed within the level; showed limited transitions and/or body positions and unique and/or special load ins; had some groups with additional bases; maximized the allowable dismounts with most stunts. 8-10 Demonstrated the required stunt skills allowed within the level; showed numerous (i.e. - 3 or more) transitions and/or body positions and unique and/or special load ins; used limited bases; maximized the allowable dismounts with all stunts.	Pace % of team participation # of bases used per group # of body positions demonstrated Unique / special load-ins and dismounts (i.e. - power presses, full ups, turns, etc.)	Visual Appeal Degree of perfection Timing / Synchronization Body lines / Technique / Flexibility

*PLEASE NOTE: As a result of poor or sloppy execution of skills (i.e. - flexibility, timing, levels, mounts, dismounts, etc.) judges reserve the right to award a score below the bottom point range depending on the severity and number of poorly executed skills.