



Team Name:

Judge #:

Division:

<b>Stunts</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Stunt Body Positions	L1-L5: 5		
Technique & Execution	10		
Loads/Dismounts/Transitions	L1: 6 L2: 7 L3: 8 L4: 9 L5: 10		
Quantity	10		
Co-Ed Stunt Difficulty (Only Levels 3 & Up)	5		
<b>Pyramids</b>	<b>Max</b>	<b>PTS.</b>	<b>COMMENTS</b>
Pyramid Structures	L1-5: 5		
Technique & Execution	10		
Loads/Dismounts/Transitions	L1: 6 L2: 7 L3: 8 L4: 9 L5: 10		
<b>Choreography/Overall</b>	<b>Max</b>	<b>PTS.</b>	<b>COMMENTS</b>
Overall Impression Stunts & Pyramid	10		
<b>Total</b>		*	

## Stunts & Pyramids

Subjective Scale

7-8 Fair

8—9 Good

9-10 Excellent



Team Name:

Judge #:

Division:

<b>Standing</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Degree of Difficulty	L1: 5 L2: 6 L3: 7 L4: 8.5 Y/SRst: 9.3 L5: 10		
Technique & Execution	10		
Synchronized Quantity	5		
<b>Running</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Degree of Difficulty	L1: 5 L2: 6 L3: 7 L4: 8 Y/SRst:9.5 L5: 10		
Technique & Execution	10		
<b>Choreography/Overall</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Overall Impression	10		
<b>Total</b>		*	

Tumbling

Subjective Scale

7-8 Fair

8-9 Good

9-10 Excellent



Team Name:

Judge #:

Division:

<b>Jumps</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Degree of Difficulty	10		
Technique & Execution	10		
<b>Tosses</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Degree of Difficulty	L1: N/A L2: 7 L3: 8 L4: 9 Y/SRst: 9.5 L5: 10		
Technique & Execution	10		
<b>Dance</b>	<b>Max</b>	<b>PTS</b>	<b>COMMENTS</b>
Dance	10		
Technique & Execution	10		
<b>Choreography/Overall</b>			
Overall Impression	10		
<b>Total</b>		*	

### Jumps, Tosses, Dance

Subjective Scale

7-8 Fair

8-9 Good

9-10 Excellent



Team Name: \_\_\_\_\_

Judge #: \_\_\_\_\_

Division: \_\_\_\_\_

### Official Cheer Deduction Judge Sheet

**Time of Routine:** \_\_\_\_\_ 5 pt deduction for 1-10 seconds over 10 pt deduction for 11 or > over

Deduction Type	Left Side of Floor	Middle of Floor	Right Side of Floor	Total
Stunts B=Bobble F=Fall				
Tumbling B=Bobble F=Fall				

**Total**

**Script Breakdown                      Dts To Be Deducted**

B=Stunt/Tumbling	1 pt	Under 5 members/Over 36 members	15pt
F=Stunt	5 pt		
F= Tumbling	3 pt		
SV=Safety Violation	5 pt		
LV=Level Violation	15 pt		
CA= Coach Assist	25 pt		

<b>Safety Deduction:</b>	<b>Deduction</b>
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Level \_\_\_\_\_ Skill \_\_\_\_\_ Deduction \_\_\_\_\_

Explanation: \_\_\_\_\_

Level \_\_\_\_\_ Skill \_\_\_\_\_ Deduction \_\_\_\_\_

Explanation: \_\_\_\_\_

Total Pts. To Be Deducted:

# 2014 AAU Cheer Duo Score Sheet



**Athlete Name:**

**Division:**

Judge # \_\_\_\_\_

Score

Max. Score

Comments

<b>Motions/Dance</b> Timing/Sync Precision Body Placement/Control		10	
<b>Jumps</b> Difficulty & Technique		10	
<b>Tumbling</b> Difficulty & Technique		10	
<b>Cheer</b>		10	
<b>Choreography/Creativity</b>		10	
<b>Overall Perfection</b>		10	
<b>Overall Impression</b>		10	

**Sum of Judges Score**



## 201 AAU Pom Squad Score Sheet



**Team Name:**

**Division:**

Judge # \_\_\_\_\_

Score

Max. Score

Comments

Jumps		10	
Dance		10	
Choreography		10	
Turns		10	
Leaps		10	
Formations/Use of floor		10	
Style		10	
Technique		10	
Overall Difficulty		10	
Overall Impression		10	

**Sum Of Judges Score**



# 201 AAU Tumbling Solo Score Sheet



**Athlete Name:**

**Division:**

Judge # \_\_\_\_\_

Pass 1

Pass 2

Max Score

Comments

Form/Execution			10	
Technique			10	
Connection of Skills			10	
Skill Level & Difficulty			10	
Crowd Appeal			10	

**Pass 1 Total**

**Pass 2 Total**

<b>Sum of Both Passes</b>	



# 201 AAU Jump Solo Score Sheet



**Athlete Name:**

**Division:**

Judge # \_\_\_\_\_

Jump 1

Jump 2

Jump 3

Max Score

Comments

Technique				10	
Height				10	
Pointed Toes				10	
Approach/Landing				10	
Overall Tightness				10	
Skill Level/ Difficulty				10	
Crowd Appeal/ Confidence				10	

Totals:

Jump 1

Jump 2

Jump 3

<b>Sum of 3 Jumps</b>		





# 201 AAU Cheer Solo Score Sheet



**Athlete Name:**

**Division:**

Judge # \_\_\_\_\_

Score

Max. Score

Comments

Motions/Dance		10	
Jumps		10	
Tumbling		10	
Cheer		10	
Choreography/Creativity		10	
Overall Perfection		10	
Overall Impression		10	

**Sum of Judges Score**



# 201 AAU Crowd Leader Score Sheet



**Athlete Name:**

**Division:**

Judge # \_\_\_\_\_

Score

Max. Score

Comments

Technique		10	
Cheer		10	
Choreography/Creativity		10	
Use of Music		10	
Jumps		10	
Overall Impression		10	
Overall Perfection		10	

**Sum of Judges Score**



# AAU Cheerleading Stunts & Pyramids

## Stunt Body Positions

L1-5 can score a max point value of a 5 for Stunt Body Positions. Each one legged stunt will count as one point until the max point value of 5 is reached. L1 & L2 must execute a two legged stunt at the appropriate level (L1:Prep Level/L2:Extended level)to max out their score. This two legged stunt will count towards a body position, therefore they would only need to execute 4 one legged body positions and a level appropriate two legged stunt to max out.

## Stunt LDT Difficulty

1-2 Elements	L1: 5-5.3 * L2: 6-6.3 * L3: 7-7.3 * L4: 8-8.3 * L5: 9-9.3
3-4 Elements	L1: 5.4-5.6 * L2: 6.4-6.6 * L3: 7.4-7.6 * L4: 8.4-8.6 * L5: 9.4-9.6
5-5+ Elements	L1: 5.7-6 * L2: 6.7-7 * L3: 7.7-8 * L4: 8.7-9 * L5: 9.7-10

\*Must be level appropriate (not allowed in the level below)

## Pyramid Structures

Level appropriate pyramid structures will be counted to generate this score. Structures must be held for at least two counts.

Pyramid Structures that Never Touch/Brace =1

One Structure= 2

Two Structures= 3

Three Structures = 4

Four Structures= 5

**\*Level 5 Teams must execute an extended one legged braced structure as one of their structures.**

## Pyramid LDT Difficulty

1-2 Elements	L1: 5-5.3 * L2: 6-6.3 * L3: 7-7.3 * L4: 8-8.3 * L5: 9-9.3
3-4 Elements	L1: 5.4-5.6 * L2: 6.4-6.6 * L3: 7.4-7.6 * L4: 8.4-8.6 * L5: 9.4-9.6
5-5+ Elements	L1: 5.7-6 * L2: 6.7-7 * L3: 7.7-8 * L4: 8.7-9 * L5: 9.7-10

\*Must be level appropriate (not allowed in the level below)

All subjective scores will be scored out of a 7-10 point range. Please look at the appropriate grids for guidelines when scoring technique.

## 2013 All Star Jumps/Tosses/Dance Grid

TOSS DEGREE OF DIFFICULTY		
Level 2		
Mid	6.5-6.7	Some straight ride tosses executed within a sequence
High	6.8-6.9	Majority of squad straight ride tosses executed within a sequence
Max	7.0	Squad straight rides within a sequence AND other Toss(es) throughout the routine
Level 3		
Low	7-7.3	Majority 1 skill, non-twisting toss
Mid	7.4-7.6	Majority to full team single twisting tosses
High	7.7-7.9	Squad single twisting tosses
Max	8.0	Squad single twisting tosses with a sequence AND other toss(es) throughout routine
Level 4		
Mid	8-8.4	Majority 2 skill non-twisting tosses
High	8.5-8.9	Majority to squad double twisting tosses OR single skill single twisting tosses
Max	9.0	Squad double twisting tosses OR single skill single twisting tosses AND other toss(es) throughout the routine
Level 5		
Restricted	9-9.2	Majority to squad two skill single twisting tosses
Low	9.3-9.5	Majority to squad kick double tosses
Mid	9.5-9.7	Majority to squad hitch kick double tosses
High	9.7-9.9	Majority to squad switch kick double tosses
Max	10	Squad switch kick double tosses AND other toss(es) throughout the routine



Technique	
Low height on tosses, fair body control, tosses that are inverted, (head below waist)poor or uncontrolled catches by the bases	7.0-8.0
Average height on tosses, average body control in toss skill, poor to fair catches by the bases	8.0-9.0
Excellent height on tosses, excellent body control in toss skill	9.0-10.0
*Majority= half plus 1 *Team= includes full team participation in tosses *Squad=Maximum number of tosses executed without front spots	

<b>Jump Degree of Difficulty</b>	
Single Basic Non-Connected Jumps	5
Any Basic Jump Combo(s)	6
Non connected Single Advanced Jumps	7
Two connected advanced jumps	8
Three connected advanced jumps	9
Four connected advanced jumps or Three connected advanced jumps with one more advanced jump in the routine	10
All approaches within Jumps must use a whip approach to be considered connected	

<b>TECHNIQUE</b>	
7.0-8.0	Below level jumps, multiple flexed toes, multiple legs apart on landing, chest down on jumps and landings.
8.0-9.0	Below level to level jumps, some flexed toes in jumps, some legs apart on landings, some bent legs in jumps.
9.0-10.0	Level to hyper-extended jumps, excellent toe point, excellent landings with feet together and chest upright

<b>Dance Degree of Difficulty</b>	
7.0-8.0	Dances that include poor perfection and synchronization, entertainment value, length, and/or musicality. Basic choreography and/or creativity.
8.0-9.0	Dances that include average perfection and synchronization, entertainment value, length, and/or musicality. Average choreography and/or creativity.
9.0-10.0	Dances that include excellent perfection and synchronization, entertainment value, length, and/or musicality. Exciting choreography and/or creativity.

### **Basic Jumps**

- \*Tuck Jumps
- \*Right/Left Side Hurdler
- \*Spread Eagle (defined as a jump where knees are facing forward and hips are not rotated forward).

### **Advanced Jumps**

- \*Pike Jump
- \*Right/Left Front Hurdler
- \*Toe Touch

For DIFFICULTY, ALL skills are to be performed by the MAJORITY (half plus 1) of the team. If the skills are NOT performed by majority of the team then the score will be placed in that respective bracket.

\* The lowest possible score given for technique will be a SIX. (if no skills are executed within a category, you will receive a ZERO for that particular technique score)

## 2013 All Star Pyramid Grid

### Pyramid Load-Ins/Dismounts/Transition Difficulty



5.0-6.0	Level 1	<ul style="list-style-type: none"> <li>*1/4 twisting mount, transition, dismount</li> <li>*Straight cradle from two-legged prep level pyramid</li> <li>*Inversion before a pyramid sequence</li> <li>*Other level appropriate creative or unique load in, dismount, or transition</li> </ul>
6.0-7.0	Level 2	<ul style="list-style-type: none"> <li>*1/2 twisting mount or transition</li> <li>*Straight cradle from single-legged prep level pyramid</li> <li>*Straight cradle from an extended two-legged pyramid</li> <li>*Inversion into pyramid</li> <li>*Log/Barrel Roll</li> <li>Other level appropriate creative or unique load in, dismount, or transition</li> </ul>
7.0-8.0	Level 3	<ul style="list-style-type: none"> <li>*Single twisting mount or transition to prep level</li> <li>*release move landing at prep level</li> <li>*1/2 up to extended single legged stunt</li> <li>*Single twisting cradle from two legged stunt</li> <li>*Straight cradle from extended single legged stunt</li> <li>*Below prep level downward inversion</li> <li>*Other level appropriate creative or unique load in, dismount, or transition</li> <li>*Any level appropriate release move</li> </ul>
8.0-9.0	Level 4	<ul style="list-style-type: none"> <li>*Single twisting mount or transition landing at extended level</li> <li>*Release move originating from ground level landing at extended level</li> <li>*Extended Inverted stunt</li> <li>*Prep level downward inversion</li> <li>*Double twisting cradle from two legged stunt</li> <li>*Single twist from a one legged stunt</li> <li>*Other level appropriate creative or unique load in, dismount, or transition</li> <li>*Any level appropriate release move</li> </ul>
9.0-10.0	Level 5	<ul style="list-style-type: none"> <li>*1+ twisting mount or transition landing at extended level</li> <li>*Release move at above extended arm level</li> <li>*Prep level and above downward inversion</li> <li>*Helicopter release move</li> <li>*Double twisting cradle from extended single-legged stunt</li> <li>*other level appropriate creative or unique load in, dismount, or transition</li> <li>*Any level appropriate release move</li> </ul>
<p>For DIFFICULTY, ALL the skills are to be performed by MAJORITY (half plus 1) of the team, then the score will be placed in the respective bracket.</p> <p>*the lowest possible score given for technique will be a SIX. (if no skills are executed within a category, you will receive a ZERO for that particular technique score)</p>		

Pyramid Structures	
Pyramid Structures that never touch/brace	1
One Structure	2
Two Structures	3
Three Structures	4
Four Structures	5

TECHNIQUE	
7.0-8.0	Top person(s) demonstrating fair body control, fair flexibility, shaky structures, multiple pyramid bobbles, and/or some pyramid structures that do not dismount correctly (including falls)
8.0-9.0	Top person(s) demonstrating good body control, good flexibility, some loss of pyramid control, few pyramid bobbles, and/or few pyramid structures that do no dismount correctly (including falls).
9.0-10.0	Top person(s) demonstrating excellent body control, excellent flexibility, minor to no pyramid control issues, pyramids executed to near perfection through dismount.
*A 6.0-7.0 technique score can be given for multiple mistakes, and/or a majority of the pyramid falling to a cradle position or to the ground.	

## 2013 All Star Stunts Grid

### Stunt Load-Ins/Dismounts/Transition Difficulty



5.0-6.0	Level 1	<ul style="list-style-type: none"> <li>*1/4 twisting mount, transition, dismount</li> <li>*Straight cradle from two-legged prep level stunt</li> <li>*Inversion before a stunt sequence</li> <li>*Other level appropriate creative or unique load in, dismount, or transition</li> </ul>
6.0-7.0	Level 2	<ul style="list-style-type: none"> <li>*1/2 twisting mount or transition</li> <li>*Straight cradle from single-legged prep level stunt</li> <li>*Straight cradle from an extended two-legged stunt</li> <li>*Inversion into stunt</li> <li>*Log/Barrel Roll</li> <li>Other level appropriate creative or unique load in, dismount, or transition</li> </ul>
7.0-8.0	Level 3	<ul style="list-style-type: none"> <li>*Single twisting mount or transition to prep level</li> <li>*release move landing at prep level</li> <li>*1/2 up to extended single legged stunt</li> <li>*Single twisting cradle from two legged stunt</li> <li>*Straight cradle from extended single legged stunt</li> <li>*Below prep level downward inversion</li> <li>*Other level appropriate creative or unique load in, dismount, or transition</li> </ul>
8.0-9.0	Level 4	<ul style="list-style-type: none"> <li>*Single twisting mount or transition landing at extended level</li> <li>*Release move originating from ground level landing at extended level</li> <li>*Extended Inverted stunt</li> <li>*Prep level downward inversion</li> <li>*Double twisting cradle from two legged stunt</li> <li>*Single twist from a one legged stunt</li> <li>*Other level appropriate creative or unique load in, dismount, or transition</li> </ul>
9.0-10.0	Level 5	<ul style="list-style-type: none"> <li>*1+ twisting mount or transition landing at extended level</li> <li>*Release move at above extended arm level</li> <li>*Prep level and above downward inversion</li> <li>*Helicopter release move</li> <li>*Double twisting cradle from extended single-legged stunt</li> <li>*other level appropriate creative or unique load in, dismount, or transition</li> </ul>



Stunt Quantity Chart												Difficulty
# of athletes		4	5	6	7	7.5	8	8.5	9	9.5	10	Majority
	5 to 7									1	2+	1
	8 to 11								1	2	3+	2
	12 to 15							1	2	3	4+	2
	16 to 19						1	2	3	4	5+	3
	20 to 23					1	2	3	4	5	6+	3
	24 to 27				1	2	3	4	5	6	7+	4
	28 to 31			1	2	3	4	5	6	7	8+	4
	32 to 35		1	2	3	4	5	6	7	8	9+	5
	36	1	2	3	4	5	6	7	8	9	10+	5
This chart represents the number of participants needed to execute the skill for MAJORITY												

Stunt Body Positions	
One legged (1) Body Position at appropriate level	1
One legged (2) Body Position at appropriate level	2
One legged (3) Body position at appropriate level	3
One legged (4) Body position at appropriate level	4
One legged (5) Body position at appropriate level	5
L1 & L2 must execute a two legged stunt at the appropriate level. The two legged stunt will count as a body position. They must execute 4 more one legged body positions at the appropriate level to max this category.	

Technique	
7.0-8.0	Top person(s) demonstrating fair body control, fair flexibility, some shaky stunt, multiple stunt bobbles and/or some stunts that do not dismount correctly (including falls)
8.0-9.0	Top person(s) demonstrating good body control, good flexibility, some loss of stunt control, few stunt bobbles, and/or few stunts that do not dismount correctly (including falls).
9.0-10.0	Top person(s) demonstrating excellent body control, excellent flexibility, minor to no stunt control issues, stunts executed to near perfection throughout dismount.
*A 6.0-7.0 technique score can be given for multiple mistakes, and/or a majority of the stunts falling to a cradle position or the ground.	

Co-Ed Degree of Difficulty	
Any Stunt Below Prep Level	1
Unassisted Load to Hands or Assisted Hands Extension	2
Unassisted load to hands Extension or assisted load to double legged extension	3
Unassisted load to double legged extension or assisted load to a single legged extended stunt	4
Unassisted load to single legged extended stunt	5



## 2013 All Star Tumbling Grid

Standing Tumbling Degree of Difficulty		
4.0-4.5	Forward or Backward Roll	Level 1
4.5-5.0	Front or Back Walkover	Level 1
5.0-5.5	Single Back Handspring	Level 2
5.5-6.0	Back Walkover/Back Roll connected to single handspring	Level 2
6.0-6.5	Series Back Handsprings	Level 3
6.5-7.0	Any skill(s) connected to series back handsprings	Level 3
7.0-7.5	Back Handspring Tuck	Level 4
7.5-8.0	Standing Back Tuck	Level 4
8.0-8.5	Back Handspring Layout	Level 4
8.5-9.0	Jump(s) connected to back tuck	Level 5
9.0-10.0	Back handspring full twist	Level 5
9.0-10.0	Standing full twist	Level 5
9.0-10.0	Back handspring double twist	Level 5

Running Tumbling Degree of Difficulty		
4.0-4.5	Cartwheels/Round-offs	Level 1
4.5-5.0	Combination skills into cartwheel/round-off	Level 1
5.0-5.5	Round off back handspring(s)	Level 2
5.5-6.0	Combination skills into round off back handspring(s)	Level 2
6.0-6.5	Round off/round off back handspring back tuck and/or punch fronts	Level 3
6.5-7.0	Combination skills into round off back handspring back tuck	Level 3
7.0-7.5	Round off/round off back handspring layout	Level 4
7.5-8.0	Combination skills into a layout	Level 4
8.0-8.5	Minority Team Fulls	Level 5
8.5-9.0	Majority Team Fulls and/or some doubles	Level 5
9.0-9.5	Majority team doubles or majority elite passes to fulls	Level 5
9.5-10.0	Majority Specialty Doubles	Level 5

For DIFFICULTY, ALL the skills are to be performed by majority (half plus 1) of the team. If the skills are NOT performed by the majority of the team, then the score will be placed in that respective bracket.

The lowest possible score given for technique will be a SIX. (if no skills are executed within a category, you will receive a ZERO for that particular technique score)

Standing Tumbling Synchronization	
Few Passes Synchronized	1
1/4 of the team synchronized	2
1/2 of the team synchronized	3
3/4 of the team synchronized	4
Full team synchronization	5

Technique	
7.0-8.0	Tumbling that demonstrates fair body control (which can include): chest down upon landing, bent arms/legs, not completing skills, legs apart on landing, head/knees landing on mat
8.0-9.0	Tumbling that demonstrates good body control (which can include): non pointed toes, layout or twisting skills that are bent or piked over, average height on flipping skills, steps taken after landing of skills
9.0-10.0	Tumbling that demonstrates excellent body control (which can include): completed finished skills, excellent body control, straight arms/legs, pointed toes, excellent height of flipping skills
	*A 6.0-7.0 technique score can be given for multiple mistakes, and/or a majority of the tumbling skills not landing on the feet, and/or head, knees landing on the mat.



# 2013-2014 AAU Scoring Deduction System

## Building Bobble- 1pt

### Examples:

Stunts and Pyramids that almost drop/fall, but are saved  
Blatantly incomplete twisting cradles (landing on stomach, etc.)  
Knee or hand of base touching ground during cradle or dismount  
Severe balance checks



## Athlete/Tumble Bobbles- 1pt

### Examples:

Hands down in tumbling or jumps  
Knees down in tumbling or jumps  
Blatantly incomplete tumbling twists

## Building Falls- 5pt

### Examples:

Cradling, dismounting, or bringing down a stunt or pyramid early (not timing issues)  
Base falling to the floor during a cradle or dismount

## Athlete/Tumble Fall- 3pt

Multiple body parts touch the floor in tumbling or jumps  
Drops to the floor during individual skills (tumbling, jumps, etc.)

## Time Limit Violations

Teams that exceed 2:30 will be subject to the following deduction:

1-10 seconds over time = 5pt

11 seconds & greater = 10 pt

## Safety Violations

Violation of General Safety Guidelines and any skills performed out of level will be issued a 5 pt deduction.