

## PHS Cheerleading Tryouts: Fall 2016 – Judging Criteria

### **Jumps** /20

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Scores for jumps should be assigned based off of technique (motions, swing, pointed toes, height, smooth landing). Each jump is worth 4 points.

### **Cheer** /15

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The score for the cheer should be based on intonation & articulation, volume, motions & memory, sharpness, smile, spirit after the fact, and the jump. The jump should account for no more than 4 of the possible points. *Think: What makes a good sideline cheerleader?*

### **Chant** /15

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Similarly to the cheer, the score for the chant should be based on intonation & articulation, volume, motions & memory, sharpness, smile, spirit after the fact. *Think: What makes a good sideline cheerleader?*

### **Dance** /15

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#### **Fight Song** /5

Points will be earned for motions (especially leg motions), sharpness, smile, and kick placement.

#### **Dance** /10

Points will be earned for motion placement, sharpness, memory, rhythm, smile, etc.

### **Tumbling** /15

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The point values shown below are the maximum point values. Maximum point values can be earned for good technique.

#### **Standing Tumbling** /5

0: No tumbling; 1: backhandspring; 2: multiple backhandsprings; 3: tuck or bhs tuck; 4: 2+ to tuck or layout; 5: to full

#### **Running Pass** /5

0: No tumbling; 1: backhandspring; 2: multiple backhandsprings; 3: tuck or bhs tuck; 4: 2+ to tuck or layout; 5: to full

#### **Jumps to Tumbling** /5

0: No tumbling; 1: 1 to BHS; 2: 1 to tuck or 2 to BHS; 3: 2 to tuck or multiples or 3 to BHS; 4: 3 to tuck or to BHS tuck; 5: 3 to layout or above

### **Appearance/Attitude** /10

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#### **Appearance** /5

Plain white t-shirt, black shorts, white no-show socks, white cheer shoes, white bow, hair up and out of face, smile

#### **Attitude** /5

\*Points are based on coachability, attentiveness, work ethic, helpfulness, punctuality, etc.

### **Stunting** /10

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\*Points are based on technique, willingness to learn and try new positions, coachability, receptiveness to criticism, etc. Flyers must pull three body positions (“lib” and “torch” do not count).

### **TOTAL** /100

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\*“Attitude” and “Stunting” scores will be earned during the practice days.