

## **\*KHS Cheer Rubric\***

<b>Score</b>	<b>Judging Criteria</b>
<b>2</b>	Several memory mistakes, lack of sharpness, lack of motion technique, improper placement, lack of showmanship, low energy, lack of crowd appeal, no skill incorporation
<b>4</b>	Few memory mistakes, weak motions, poor motion technique, poor showmanship, low energy, lack of voice and crowd appeal, minimum skill incorporation
<b>6</b>	Minimal memory mistakes, average sharpness, average motion technique, average showmanship, average energy, average voice and crowd appeal, skill incorporation
<b>8</b>	No memory mistakes, good sharp motions, good motion technique, good showmanship, good energy, voice and crowd appeal, skill incorporation
<b>9</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, good showmanship, energy, voice, and crowd appeal, skill incorporation
<b>10</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, very strong showmanship, energy, voice, and crowd appeal, skill incorporation

\*\*\*Points will be added or subtracted for poor technique, performance or form.

\*\*\***Plus 1 point for incorporating back tuck**

\*\*\***Plus 2 points for incorporating back tuck with poms**

## \*KHS Band Chant Rubric\*

Score	Judging Criteria
<b>2</b>	Several memory mistakes, lack of sharpness, lack of motion technique, improper placement, lack of showmanship, low energy, lack of crowd appeal, sign or meg incorporation
<b>4</b>	Few memory mistakes, weak motions, poor motion technique, poor showmanship, low energy, lack of voice and crowd appeal, sign or meg incorporation
<b>6</b>	Minimal memory mistakes, average sharpness, average motion technique, average showmanship, average energy, average voice and crowd appeal, sign or meg incorporation
<b>8</b>	No memory mistakes, good sharp motions, good motion technique, good showmanship, good energy, voice and crowd appeal, sign or meg incorporation
<b>9</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, good showmanship, energy, voice, and crowd appeal, sign or meg incorporation
<b>10</b>	No memory mistakes, correct motion placement, very sharp and tight motions, very strong motion technique, very strong showmanship, energy, voice, and crowd appeal, sign or meg incorporation

\*\*\*Points will be added or subtracted for poor technique, performance or form.

\*\*\*Plus 1 point for incorporating back tuck

\*\*\*Plus 2 points for incorporating back tuck with poms

## \*KHS Performance Rubric\*

Score	Judging Criteria
2	Poor crowd effective showmanship and lacks eye contact. Lacks sideline appropriate energy level and lacks smile/appropriate facial expressions. Lacks crowd response/participation. Below average voice, lacks inflection, and pace. Lacks confidence.
4	Below average crowd effective showmanship and eye contact. Below average sideline appropriate energy level and displays below average smile/appropriate facial expressions. Below average crowd response/participation. Below average voice, inflection, and pace. Executes below average confidence.
6	Average crowd effective showmanship and eye contact. Average sideline appropriate energy level and displays average smile/appropriate facial expressions. Average crowd response/participation. Average voice, inflection, and pace. Executes average confidence.
8	Good crowd effective showmanship and eye contact. Sideline appropriate energy level and maintains consistent smile/appropriate facial expressions. Encourages crowd response/participation. Good voice, good inflection, and controlled pace. Executes some confidence.
10	Very strong crowd effective showmanship and eye contact. Sideline appropriate energy level and maintains consistent smile/appropriate facial expressions. Encourages crowd response/participation. Strong/loud voice, great inflection, and controlled pace. Executes consistent confidence.

\*\*\*Points will be added or subtracted for poor technique, performance or form.

## \*KHS Group Stunt Rubric\*

Score	Judging Criteria
1	Prep to press up extension, pop off
2	Straight up extension, pop off OR Prep press to extended liberty, pop off
3	Straight up extended liberty, pop off
4	Straight up extended liberty with body position (heal stretch), pop off
5	Switch up to extended liberty, pop off
6	Full around prep to prep, pop off OR Full up (full release) to prep, pop off
7	Quick toss to extension, pop off
8	Quick toss to extended liberty, pop off
9	Full around prep to extension, pop off OR Full up (full release) to extended position, pop off
10	Full up (full release) to extended liberty, pop off

\*\*\*Points can be deducted if consistency is not shown

## \*KHS Jump Rubric\*

Score	Judging Criteria
<b>2</b>	Below level, poor jump technique, bent legs, flexed toes, feet apart on landing, timing off
<b>4</b>	Level jumps, average jump technique, flexed toes, feet apart on landing, poor timing
<b>6</b>	Level jumps, average jump technique, pointed toes, landing with feet together, good timing
<b>8</b>	Above level jumps, good jump technique, pointed toes, landing with feet together
<b>10</b>	Hyper-extended jumps, strong jump technique, pointed toes, landing with feet together

*Note: Technical difficulties can include toes flexed, not level, landing apart, poor motion execution.*

## **\*KHS Running Tumbling Rubric\***

<b>Score</b>	<b>Judging Criteria</b>
<b>1</b>	RO Back Handspring
<b>2</b>	RO Back Handspring Series (2-3)
<b>3</b>	RO Back Handspring Back Tuck
<b>4</b>	RO Back Handspring Layout
<b>5</b>	RO Back Handspring Full

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*

## \*KHS Standing Tumbling Rubric\*

Score	Judging Criteria
1	Back handspring
2	Series (2-3) Back handspring
3	Series (1-2) Tuck
4	Back Tuck
5	Toe-back Tuck

*\*\*\*Points will be added or subtracted for poor technique, performance or form.*