

KISD Cheer Rubric

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

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

KISD 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.*

KISD Partner Stunt Rubric

Score	Judging Criteria
2	Basic Walk in Chair
3	Walk in hands
5	Toss Hands (for added points press to extension)
8	One man Toss to extension
10	One man Toss to platform or cupie

Subtract one point if stunt is not dismounted safely.

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

KISD Dance Rubric

Score	Judging Criteria
2	Several memory mistakes, motions off-count, timing issues, lack of rhythm, lack of motion placement/technique, lack of energy
4	Few memory mistakes, poor motion placement, poor motion technique, low energy, lack of synchronization
6	Minimal memory mistakes, average motion placement, average motion technique, synchronization and/or energy problems
8	No memory mistakes, good motion placement, good motion technique, some synchronization and/or energy problems
10	No memory mistakes, executes motions on count, strong motion placement, strong motion technique, strong energy

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

KISD Group Stunt Rubric

Score	Judging Criteria
1	Prep, cradle or bump down
2	Prep to press up extension
3	Prep, full down, or toss to prep
4	Extension, cradle or bump down, 2 man prep level OR full up to prep
5	Extension, full down or toss up extension (added point for toss up and full down)
6	Extended one leg liberty, extended 2 man
7	Straight up extended liberty with body positions, full down or toss to Lib with body positions OR full up to extension
8	Straight up extended liberty 2 man bases, OR switch up
9	Full up to a one leg extended stunt with multiple body positions and twisting dismount
10	One and a half up to a variety of extended body positions, full down

KISD Jump Rubric

Score	Judging Criteria
2	Below level, poor jump technique, bent legs, flexed toes, feet apart on landing, timing off
4	Level jumps, average jump technique, flexed toes, feet apart on landing, poor timing
6	Level jumps, average jump technique, pointed toes, landing with feet together, good timing
8	Above level jumps, good jump technique, pointed toes, landing with feet together
10	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.

KISD Running Tumbling Rubric

Score	Judging Criteria
2	RO Back Handspring
3	RO Back Handspring Series (3)
4	RO Back Tuck
5	RO Back Handspring Back Tuck
6	RO Back Handspring Series (2-3) to Back Tuck
7	RO Back Handspring Layout OR Layout step out
8	RO Back Handspring Series (2-3) to Layout

9	Full
10	Advanced pass (must include a full)

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

KISD Standing Tumbling Rubric

Score	Judging Criteria
2	Back handspring
3	Toe-Back handspring
4	Series (3)
5	Back Handspring (1-3) Back Tuck
6	Standing Back Tuck
7	Toe-back Tuck
8	Triple Toe-back OR series to a layout
9	Series (2-3) to a full
10	Standing full

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