

NJCDCA ALL MUSIC SCORESHEET – DANCE AND MOTIONS

TEAM _____ DIVISION _____ JUDGE _____

DANCE	SCORE	JUDGING CRITERIA
Difficulty/ Creativity/ Variety/	5 POINTS	Variety of Motions Use of Levels/ Creative Transitions /Strong Variety of Formation Changes Strong incorporation of Footwork and Floorwork Originality in the Use of Something Fresh/New
Synchronization/ Timing	5 POINTS	Proper Technique Sharp, Precise Motion/Movements Strong Control of Tempo, Pulse, and Rhythm Successful Pace and Timing of Routine

Performance Skills
and Incorporation

	SCORE	JUDGING CRITERIA
Motion Technique/ Execution/ Variety	5 POINTS	Strong Technique/Strong Use of Moves/Sharp, Precise Motions Variety of Motions/Use of Levels Strong Arm Placement and Body Control
Crowd Appeal/ Voices	5 POINTS	Positive Sportsmanship Appropriate Words Strong Voices Relative to Total Number of Cheerleaders Genuine Spirit Good Expressions Strong Energy Level Throughout Entire Routine
Transitions/ Formations/ Spacing	5 POINTS	Good Tempo Good Routine Pace Seamless transitions Strong variety of formations

ROUTINE IMPRESSION	SCORE	
	5 POINTS	Judges Discretion - Routine Impression Including Energy Level and Showmanship This is not category specific, but encompasses the impression of the entire routine.

TOTAL	30 POINTS	
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COMMENTS:

NJCDCA ALL MUSIC COED SCORESHEET – STUNTS AND PYRAMID

TEAM _____ DIVISION _____ JUDGE _____

STUNTS	SCORE	JUDGING CRITERIA
Difficulty	5 POINTS	5.0- 3.6: Elite skills 3.5-2.6: Advanced skills 2.5-1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated (Percentage of team participation is considered)
Execution	5 POINTS	Solid Flyers: Strong Technique, Body Positions and Body Control Solid Bases: Strong Technique and Maintains Control of the Stunt Pace of Skills Performed Solid Stunts and Dismounts
Stunt Transitions & Synchronization	5 POINTS	Creative Transitions between Stunts High Level of Perfection (technique, timing, mounts and dismounts) Combination of Skills

PYRAMIDS AND/OR TOSSES	SCORE	JUDGING CRITERIA
Difficulty	5 POINTS	5.0- 3.6: Elite skills 3.5-2.6: Advanced skills 2.5-1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated (Percentage of team participation is considered)
Execution	5 POINTS	Solid Flyers: Strong Technique, Body Positions and Body Control Solid Bases: Strong Technique and Maintains Control of the Stunt Pace of Skills Performed Solid Stunts and Dismounts
Pyramid/ Tosses Transitions & Synchronization	5 POINTS	Creative Transitions between Pyramids/Tosses High Level of Perfection (technique, timing, mounts and dismounts) Multiple Structures Creative Dismounts Variety of Transitions Height of Tosses (if applicable)

Coed Stunt Quantity	SCORE	
Difficulty Based on a group of 3	5 POINTS	5.0- 3.6: Elite skills 3.5-2.6: Advanced skills 2.5-1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated

TOTAL	35 POINTS	
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COMMENTS:

NJCDCA ALL MUSIC SCORESHEET – JUMPS AND TUMBLE

TEAM _____ DIVISION _____ JUDGE _____

STANDING TUMBLING		SCORE	JUDGING CRITERIA
Difficulty	5 POINTS		5.0- 3.6: Elite skills 3.5-2.6: Advanced skills 2.5-1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated (Percentage of team participation is considered)
Execution	5 POINTS		High Level of Perfection (technique, timing, landing) Strong Height of Skills Good Body Lines/Form Synchronization of Skills

RUNNING TUMBLING		SCORE	JUDGING CRITERIA
Difficulty	5 POINTS		5.0- 3.6: Elite skills 3.5-2.6: Advanced skills 2.5-1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated (Percentage of team participation is considered)
Execution	5 POINTS		High Level of Perfection (technique, timing, landing) Strong Height of Skills Good Body Lines/Form Synchronization of Skills

JUMPS		SCORE	JUDGING CRITERIA
Difficulty/ Variety	5 POINTS		5 Triple Jump combo w/ variety 4 Triple Jump Combo w/ no variety 3 Double Jump Combinations +1 other jump 2 Double Jump Combinations 1 Single Jumps 0 No Jumps Demonstrated Variety= 2 or more different jumps. Jumps must be consecutive. (Percentage of team participation is considered)
Execution/ Synchronization/ Timing	5 POINTS		High Level of Perfection (technique, timing, landing) Strong Height of Jumps Good Body Lines/Form/Arm Placement and Toe Point Flexibility Synchronization of Skills and Landings

ROUTINE IMPRESSION		SCORE
	5 POINTS	Judges Discretion - Routine Impression Including Energy Level & Showmanship This is not category specific, but encompasses the impression of the entire routine.

TOTAL	35 POINTS	
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COMMENTS: