

Date: _____
Judge: _____

Program/Team: _____



ZERO DEDUCTIONS PRODUCTIONS LLC
CHEER TRYOUT SCORESHEET

Participant's Name OR ID #: _____

Age/Division/Grade Level: _____

(5 pt. each)	Execution	Difficulty* (0.0-5.0)	Technique (0.0-5.0)	Height/ Flexibility	Timing/ Sync	Variation	Performance (0.0-5.0)	TOTAL POINTS
Jumps	0 5	—	—	—	0 5	—	—	—
Standing Tumbling	0 5	—	—	—	0 5	—	—	—
Running Tumbling	0 5	—	—	—	0 5	—	—	—
Cheer/Dance/ Motions	0 5	—	—	—	0 5	—	—	—
								100.0

*See "Difficulty Point System" for specific scoring

Judge's Comments:

Jumps: _____

Standing Tumbling: _____

Running Tumbling: _____

Cheer/Dance/Motions: _____

Participant's Stunt Information (if applicable):

Primary Stunt Position: Flyer Main Base Side Base Back Spot Front Spot/Spotter

Alternate Stunt Position: Flyer Main Base Side Base Back Spot Front Spot/Spotter

FLYERS ONLY:

L. Heel Stretch R. Heel Stretch L. Bow n' Arrow R. Bow n' Arrow
 Arabesque Scale Scorpion Kick Scorpion Needle



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Scoring Definitions & Guidelines

Please see your state's guidelines for specific rules & restrictions.

- I. **Execution:** The ability of a participant to perform the intended skill or motion(s) completely, safely, and confidently. Participants will either score 0 points or 5 points for execution under each applicable category.
 - a. *Jumps, Standing Tumbling, & Running Tumbling:* If a participant fails to perform a skill or does not land the skill on their feet, no points will be awarded for execution.
 - b. *Cheer/Dance/Motions:* If a participant misses, forgets, or does not complete one or more motions, no points will be awarded for execution.
- II. **Difficulty:** Please see "Difficulty Point System" on the next page.
- III. **Technique:** The ability of a participant to perform the intended skill(s) or motion(s) using the proper form, body positions, and acrobatic fundamentals. Participants will receive a score from 0.0 to 5.0 based on the judge's discretion.
 - a. *Examples of jump technique drivers include, but are not limited to:* approach, arm placement, body position(s), control, core engagement, landing, and pointed toes.
 - b. *Examples of tumbling technique drivers include, but are not limited to:* approach, arm placement, body position(s), control, core engagement, landing, and pointed toes.
 - c. *Examples of cheer/dance/motion technique drivers include, but are not limited to:* accuracy, control, precision, and rhythm.
- IV. **Height/Flexibility:** The level at which the participant's leg(s) come to at the peak of their jump(s). Participants will receive a score from 0 to 5 based on the judge's discretion.
- V. **Timing/Synchronization:** The ability of a participant to perform the intended skill(s) or motion(s) to counts, a cheer, and/or music. Participants will either score 0 points or 5 points for timing/synchronization under each applicable category.
 - a. *Jumps:* If a participant fails to perform one or more jumps on the correct count, no points will be awarded for timing/synchronization.
 - b. *Cheer/Dance/Motions:* If a participant fails to perform one or more motions on the correct count, no points will be awarded for timing/synchronization.
- VI. **Variation:** The ability of a participant to perform an advanced variation or unique combination of one or more tumbling skills. Participants will either score 0 points or 5 points for variation under each applicable category.
 - a. *Examples of variation in tumbling include, but are not limited to:* step-outs, arabians, back and front acrobatic skills (within the same tumbling pass), and jump-tumble combinations.
- VII. **Performance:** The ability of a participant to perform the intended skill(s) and/or motion(s) with consistent energy, enthusiasm, sharpness, showmanship, a positive attitude, and proper voice inflection (if applicable). Participants will receive a score from 0.0 to 5.0 based on the judge's discretion.



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Difficulty Point System

Please see your state's guidelines for specific rules and restrictions.

Jumps

- 1 = Single jump(s)
- 2 = Two whipped jumps
- 3 = Two whipped jumps w/ variety
- 4 = Three whipped jumps
- 5 = Three whipped jumps w/ variety

Standing Tumbling

- 0.5 = Variations of rolls, handstands, bridges
- 1.0 = Walkover(s)
- 1.5 = One handspring
- 2.0 = Two or more handsprings
- 2.5 = Handspring(s) to tuck

- 3.0 = Standing tuck
- 3.5 = Handspring to layout
- 4.0 = Handspring to full
- 4.5 = Handspring to whip full
- 5.0 = Standing full or greater

Running Tumbling

- 0.5 = Cartwheels & round-offs
- 1.0 = R/O handspring
- 1.5 = R/O handsprings
- 2.0 = R/O tuck, punch front, or areal
- 2.5 = R/O layout

- 3.0 = R/O whip handspring to tuck or layout
- 3.5 = R/O to full
- 4.0 = R/O whip handspring to full
- 4.5 = R/O handspring whip full
- 5.0 = R/O double full or greater