Utah High School Activities Association

2025 JUMPS, TUMBLING & DANCE 3A-6A - SHOW CHEER



revised 06/18/2024 ©

Total Team Members =

All categories are based on MAJORITY 50% or more of the team =

DIFFICULTY			EXECUTION			TOTALS					
JUMPS	STANDARD = 1 pt. Single Toe Touch ELITE = 2 pts. Double Toe Touch Two Consecutive with Variety COMMENTS	2		Checked Box Denotes Superior Performar Boxes are only checked when skill was done in Form and Height Proper Technique Synchronization		or way					
* Must do Running Tumbling AND Standing Tumbling to get your difficulty max. ** If you have skills from multiple levels, the highest point value will be awarded when the skill is at the same time and in the same phrase.											
GROUP RUNNING TUMBLING	STANDARD = 1 pt. Running Back Handspring(s) INTERMEDIATE = 2 pts. Round Off into Tuck Cartwheel Tuck ADVANCED = 3 pts. Running Tumbling into Tuck SUPERIOR = 4 pts. Running Tumbling into Layout ELITE = 5 pts. Running Tumbling into Full Cartwheel into Full COMMENTS	5		CUTION Checked Box Denotes Superior Performar Boxes are only checked when skill was done in Perfection of Skill Proper Form Proper Technique Synchronization	nce						
GROUP STANDING TUMBLING	STANDARD = 1 pt. Standing Back Handspring(s) INTERMEDIATE = 2 pts. Standing Tumbling into Tuck ADVANCED = 3 pts. Standing Tuck SUPERIOR = 4 pts. Standing Tumbling into Layout Toe Touch Tuck ELITE = 5 pts. Standing Tumbling into Full Standing Full COMMENTS	5	EXE (CUTION Checked Box Denotes Superior Performar Boxes are only checked when skill was done in Perfection of Skill Proper Form Proper Technique Synchronization	n a superio						
	COMMENTS	5			10	20					

DANCE	DANCE ✓ Checked Box Denotes Superior Performance		ice						
	☐ Change of Pace		☐ Body Placement						
	☐ Creativity			Sharpness					
	Level Change and Two or More Formations			Synchronization					
				Technique					
	COMMENTS	2			3	5			
				•					
	OVERALL IMPRESSION OF JUMPS, TUMBLING & DANCE								
OVERALL	*Routine goes above and beyond* (Examples, but not limited too: Visuals, Using whole team of athletes vs majority, Using extra skills on top of majority difficulty skills, Use of specialty skills, exceptional athleticism, executes more skills than minimum required to max out difficulty score)								
<u> </u>	COMMENTS								
)									
Judge's Signature									
Tabulator's Initials				SUB SC	CORE	0			