

TEAM / SQUAD

DIVISION

JUDGE

DATE

JUDGING RUBRIC (100 POINTS)			
CATEGORY	MAX	WHAT TO LOOK FOR	SCORE
Motions	10	Sharpness, placement, precision	
Jumps	10	Height, technique, toe point, timing	
Standing & Running Tumbling	10	Difficulty, form, landings	
Stunts / Partner Work	15	Difficulty, stability, technique	
Pyramids	15	Difficulty, transitions, control	
Dance	10	Choreography, energy, execution	
Voice / Crowd Appeal	10	Projection, crowd leading, spirit	
Synchronization	10	Timing and uniformity as a team	
Overall Performance	10	Showmanship, difficulty, impression	

TOTAL SCORE

/ 100

How to use: Score each category out of its maximum, then add for a total out of 100. High school judging uses one score per category rather than the difficulty/execution split used in all-star scoring. Deductions (falls, out-of-bounds, time/boundary violations) are typically taken off the total – note them below.

DEDUCTIONS

JUDGE NOTES

JUDGE SIGNATURE

FINAL SCORE

SCHOOL / SQUAD

COACH

SEASON

LEVEL (JV / VARSITY)

SQUAD ROSTER					
#	CHEERLEADER NAME	GRADE	POSITION	UNIFORM	EMERGENCY CONTACT
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

Positions: Base • Flyer • Back Spot • Front Spot • Tumbler • Captain. Note uniform/shoe size for ordering and an emergency contact for travel.

CAPTAINS & COACHES			
ROLE	NAME	PHONE	EMAIL
Head Coach			
Asst. Coach			
Captain			
Co-Captain			

CHEER TRYOUT SCORECARD

CANDIDATE NAME

CANDIDATE #

GRADE

JUDGE / DATE

EVALUATION (SCORE EACH 1–10)			
SKILL	MAX	NOTES	SCORE
Motions & Sharpness	10		
Jumps	10		
Standing Tumbling	10		
Running Tumbling	10		
Cheer / Chant	10		
Dance	10		
Voice / Projection	10		
Spirit / Showmanship	10		
Appearance / Grooming	10		
Coachability / Attitude	10		

TOTAL

/ 100

RECOMMENDATION (VARSITY / JV / NO)

JUDGE SIGNATURE

Tip: Use the same scorecard for every candidate and average multiple judges' totals for a fair, defensible result. Keep notes specific so feedback is useful.