



Top Sideline and All Around Rubric

Category	Description / Criteria	Score Range	Scoring Guidelines	
Motion Technique	Evaluates motion placement, sharpness, timing, body control, and overall motion technique.	0 – 10	9–10: Motions are exceptionally sharp, strong, and precise; excellent synchronization and body control. 7–8: Motions are clean and mostly synchronized; minor timing or placement inconsistencies. 5–6: Average sharpness and timing; some uneven or unclear motions. 3–4: Weak motion execution; noticeable timing or placement errors. 0–2: Poor motion technique; inconsistent or incorrect placement.	
Jumps	Evaluates height, technique, timing, arm placement and execution of jumps.	0 – 10	9–10: Excellent jump height and form; perfect timing, arm placement and pointed toes. 7–8: Strong jumps with good height and control; minor form inconsistencies. 5–6: Average height and timing; some technical flaws. 3–4: Low height or weak technique; poor jump placement/timing. 0–2: Poor jump execution or incomplete jumps.	*** See Difficulty Rubric

Voice / Expressions	Evaluates projection, clarity, pace, energy, and facial expressions used to lead and engage the crowd.	0 – 10	9–10: Strong, clear voice with excellent projection; great expressions and enthusiasm. 7–8: Good projection and expression; minor lapses in energy or clarity. 5–6: Average voice control; limited expressions or energy. 3–4: Weak projection or minimal enthusiasm. 0–2: Unclear or inaudible voice; no visible energy or expression.	
Overall Impression	Reflects energy and enthusiasm, visual appeal, crowd engagement, and overall performance quality.	0 – 10	9–10: Outstanding routine; cohesive, confident, and entertaining performance. 7–8: Strong presentation; good energy with minor inconsistencies. 5–6: Average performance; some coordination or energy lapses. 3–4: Uneven or unengaging performance. 0–2: Disorganized or incomplete routine.	

ALL AROUND SPECIFIC - TUMBLING

Category	Description / Criteria	Score Range	Scoring Guidelines	
Tumbling - Difficulty	Evaluates the complexity and level of skills performed.	0 – 5	5: Elite-level skills; advanced combinations; highly demanding and well-integrated 4: Advanced skills; good variety and combinations 3: Intermediate difficulty; standard skill set 2: Novice skills; limited variety 0–1: Basic simple or repetitive elements	*** See Difficulty Rubric
Tumbling - Execution	Assesses precision, control, and cleanliness of skills performed.	0 – 5	5: Extremely clean; controlled landings; sharp and synchronized 4: Minor errors; mostly clean and consistent 3: Noticeable inconsistencies; some balance or timing issues 2: Frequent errors; lack of control or synchronization 0–1: Poor execution; multiple major mistakes or incomplete skills	