



Time Out Competition Scoring Execution Rubric

Category	Description	Score range	Scoring Guidelines	Comments
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.	
Crowd Leading Tools	Evaluates proper use of signs, poms, megaphones, and flags; includes sharpness and synchronization of motions.	0-10	9–10: Excellent, purposeful use of tools; sharp, synchronized movements; enhances crowd involvement. 7–8: Effective tool use; minor inconsistencies in sharpness or synchronization. 5–6: Adequate tool use; some awkward or unclear motions. 3–4: Inconsistent or limited use of tools; poor synchronization. 0–2: Minimal or ineffective use of crowd-leading tools.	

Ability to Lead Crowd	Measures energy, showmanship, and techniques that successfully engage and motivate the crowd.	0-10	9–10: Dynamic showmanship; confident and engaging; excellent crowd interaction. 7–8: Strong leadership presence; good energy; connects with most of the crowd. 5–6: Average energy and enthusiasm; limited engagement techniques. 3–4: Low energy; minimal engagement with crowd. 0–2: Uninspired or disconnected performance.	
Technical	Evaluates execution and technique of skills used to lead the crowd (stunts, jumps, tumbling).	0-10	9–10: Exceptional technique and precision; skills enhance the crowd-leading effort. 7–8: Good form and control; minor execution flaws. 5–6: Average technique; some inconsistencies or incomplete skills. 3–4: Noticeable errors or unsteady execution. 0–2: Poor technique or unsafe execution.	***Also, see Difficulty Rubric***
Crowd Effectiveness	Evaluates voice projection, pace, flow, ability to reach maximum crowd coverage, and effectiveness in eliciting crowd response.	0-5	5: Excellent voice projection and pace; seamless flow; entire crowd engaged and responsive. 4: Strong projection and pacing; most of the crowd engaged; minor lapses in flow. 3: Average projection and crowd coverage; inconsistent energy or rhythm. 2: Limited projection or uneven pacing; little crowd response. 0–1: Minimal to no crowd engagement or ineffective communication.	

Overall Impression	Good expressions, fun to watch, strong energy, effective use of team skills, clean/solid routine.	0-5	5: Outstanding routine; fun to watch; cohesive, energetic, and polished. 4: Strong performance with great energy and teamwork. 3: Average presentation; some inconsistencies or lack of impact. 2: Flat or disorganized routine; limited crowd appeal. 0–1: Unengaging or incomplete performance.	