

GEORGIA COTY PERFORMANCE JUDGING RUBRIC

	Level 1		Level 2		Level 3		Level 4	
	Jumps	DOD 1-4 Pts	Spread eagle; tucks; banana jumps; single jumps	DOD 5-6 Pts	Toe touch; herkie; side herkie; multiple jumps not connected	DOD 7-8 Pts	Toe Touch, herkie, side hurdler, front hurdler, double nine, pike; 2 jump combinations with variety	DOD 9-10 Pts
EXE 1-4 Pts		Poor technique/form; dropped chest; bent legs; bad landings; low height	EXE 5-8 Pts	Average technique/form; flexed toes, low height	EXE 9-12 Pts	Above average technique; pointed toes, good height, clean landings, good approach	EXE 13- 14 Pts	Excellent technique; pointed toes, extended height, clean landings, sharp approach
Standing Tumbling	Level 1		Level 2		Level 3		Level 4	
	DOD 1-2 Pts	Forward rolls; backward rolls; cartwheels	DOD 3 Pts	Walkovers; standing back handsprings	DOD 4 Pts	Standing backhand spring(s) tucks; standing tucks; tumbling in combination with jumps	DOD 5 Pts	Fulls; standing back handspring series to layout/full
	EXE 1-2 Pts	Poor form and/or technique; hands down/bust	EXE 3-4 Pts	Average form and/or technique; bent legs; still needs work; hands down; unsteady landings	EXE 5-6 Pts	Above average form and technique; solid landings	EXE 7 Pts	Excellent form and technique; solid landings
Running Tumbling	Level 1		Level 2		Level 3		Level 4	
	DOD 1-2 Pts	Cartwheels; roundoffs	DOD 3 Pts	Round-off back handsprings	DOD 4 Pts	Round-off tuck, Round-off back handspring tucks	DOD 5 Pts	Layouts, Fulls, Specialty passes to include advanced tumbling
	EXE 1-2 Pts	Poor form and/or technique; hands down/bust	EXE 3-4 Pts	Average form and/or technique; bent legs; still needs work; hands down, unsteady landings	EXE 5-6 Pts	Above average form and technique; solid landings	EXE 7 Pts	Excellent form and technique; great timing; solid landings
Partner Stunts and Secondary Stunts/ Tosses	Level 1		Level 2		Level 3		Level 4	
	DOD 1-4 Pts	Prep level stunts with no flexibility. Basic toss; COED assisted to prep level	DOD 5-6 Pts	Basic Skill to extended position with 2 body positions, one being a flex position. Prep level single base or intermediate toss; COED unassisted to prep	DOD 7-8 Pts	One advanced entry to extended position with 2 flexibility positions; intermediate dismount. Intermediate toss or single base 2 leg extension; COED assisted to extension	DOD 9-10 Pts	2 advanced entries to extended position with 3 flexibility skills and an advanced dismount. An advanced toss or single base to 1 leg extended position; COED unassisted to extension
(must do a partner stunt AND a toss or single base stunt)	EXE 1-4 Pts	Poor form/technique; poor presentation; unsteady; weak building technique; dropped stunt(s)	EXE 5-8 Pts	Average form/technique; inconsistent performance; needs energy in stunts; needs clean-up/polishing; dropped stunt and/or bobbles	EXE 9-12 Pts	Good form/technique; good presentations; minimal clean- up needed; minimal bobbles	EXE 13- 14 Pts	Excellent form/technique; creative execution; no clean-up needed; no bobbles
Dance	Level 1		Level 2		Level 3		Level 4	
	DOD 1-3 Pts	Basic motions and transitions, lacks energy, little creativity, lacks originality, and lacking visually	DOD 3-5 Pts	Intermediate motions and transitions, average energy, moderate creativity, some originality, somewhat visual	DOD 6-8 Pts	Advanced motions and transitions, very good energy, creative, original, and visual	DOD 9-10 Pts	Multiple advanced motions and transitions, excellent energy, highly creative and original, very visual
	EXE	Poor technique, poor rhythm, little use of floor, no showmanship	EXE	Average technique, average rhythm, some use of the floor, little showmanship	EXE	Above average technique, good rhythm, good use of the floor, good showmanship	EXE	Excellent technique, excellent rhythm, excellent use of the floor, excellent showmanship
Cheer	Level 1		Level 2		Level 3		Level 4	
	DOD 1-3 Pts	Basic motions and transitions, lacks energy, little creativity, lacks originality, and lacking visually	DOD 3-5 Pts	Intermediate motions and transitions, average energy, moderate creativity, some originality, somewhat visual	DOD 6-8 Pts	Advanced motions and transitions, very good energy, creative, original, and visual	DOD 9-10 Pts	Multiple advanced motions and transitions, excellent energy, highly creative and original, very visual
	EXE	Poor technique, little use of floor, no volume, no crowd appeal	EXE	Average technique, some use of the floor, low volume, little crowd appeal	EXE	Above average technique, good use of the floor, good volume, good crowd appeal	EXE	Excellent technique, excellent use of the floor, excellent volume, excellent crowd appeal