
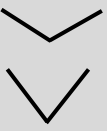



Free Spirit 10 pts			Cheer 10 pts			Chant 10 pts			Dance 20 pts		Jumps 10 pts			Tumbling 20 pts		Fight Song 10 pts																																								
Engagement	Transition	Spirit	Motion	Voice	Timing		Voice	Timing	Motion	Timing	Toe Touch	Hurdler	Choice	Standing	Running	Motion	Tumbling	Timing																																						
4	3	3	4	3	3		3		10	10	3	3	4	10	10	3	4	3																																						
<b>Engaged/Enthusiastic (4)</b> Leadership to engage and connect with the crowd using confidence <ul style="list-style-type: none"> <li>• Energy</li> <li>• Smile</li> <li>• Spirit</li> <li>• Use of props</li> </ul> <b>Transition (3)</b> Transitions between each component of tryouts. <b>Spirit (3)</b> Present a positive image of <b>genuine</b> school spirit and energy			<b>Motion (4)</b> <table border="1"> <tr> <td>0-1</td> <td>Motion levels off, lacking in sharpness, missed motions</td> </tr> <tr> <td>2-3</td> <td>Average motion levels, needing more sharpness (placing motions)</td> </tr> <tr> <td>4</td> <td>Good motion levels, extra sharp</td> </tr> </table>			0-1	Motion levels off, lacking in sharpness, missed motions	2-3	Average motion levels, needing more sharpness (placing motions)	4	Good motion levels, extra sharp	<del> <b>Motion (4)</b>  <table border="1"> <tr> <td>0-1</td> <td>Motion levels off, lacking in sharpness, missed motions</td> </tr> <tr> <td>2-3</td> <td>Average motion levels, needing more sharpness (placing motions)</td> </tr> <tr> <td>4</td> <td>Good motion levels, extra sharp</td> </tr> </table> </del>			0-1	Motion levels off, lacking in sharpness, missed motions	2-3	Average motion levels, needing more sharpness (placing motions)	4	Good motion levels, extra sharp	<b>Motion (10)</b> <table border="1"> <tr> <td>0-3</td> <td>Motion levels off, lacking in sharpness, missed motions</td> </tr> <tr> <td>4-6</td> <td>Average motion levels, needing more sharpness (placing motions)</td> </tr> <tr> <td>7-10</td> <td>Good motion levels, sharp, popping, dance exhibits individuality</td> </tr> </table>		0-3	Motion levels off, lacking in sharpness, missed motions	4-6	Average motion levels, needing more sharpness (placing motions)	7-10	Good motion levels, sharp, popping, dance exhibits individuality	<b>Toe Touch (3)</b> <b>Hurdler (3)</b> <b>Jump of Choice (4)</b> May include one connecting tumbling skill after jump. (toe BHS* or toe tuck)			<b>Standing (10)</b> <table border="1"> <tr> <td>0</td> <td>Skill of lesser difficulty than BHS</td> </tr> <tr> <td>1-2</td> <td>Standing BHS*</td> </tr> <tr> <td>3-4</td> <td>Standing Series of BHS*</td> </tr> <tr> <td>5-6</td> <td>Standing series tuck</td> </tr> <tr> <td>7-8</td> <td>Standing tuck</td> </tr> <tr> <td>9</td> <td>Standing series layout</td> </tr> <tr> <td>10</td> <td>Standing series full</td> </tr> </table>		0	Skill of lesser difficulty than BHS	1-2	Standing BHS*	3-4	Standing Series of BHS*	5-6	Standing series tuck	7-8	Standing tuck	9	Standing series layout	10	Standing series full	<b>Motion (3)</b> <table border="1"> <tr> <td>0-1</td> <td>Motion levels off, lacking in sharpness, missed motions</td> </tr> <tr> <td>2-3</td> <td>Average motion levels, needing more sharpness (placing motions)</td> </tr> <tr> <td>4</td> <td>Good motion levels, extra sharp</td> </tr> </table>			0-1	Motion levels off, lacking in sharpness, missed motions	2-3	Average motion levels, needing more sharpness (placing motions)	4	Good motion levels, extra sharp
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			Not having pointed toes, straight legs and arms, or feet together upon landing will result in a lower score.																																																					

**Totals:**