



Officiating Tips and Tricks

Jumps Judging Tips

Tip	Description
1	To max on DOD, the entire squad must do 3 different advanced connected jumps.
2	EXE: Begin by looking first at back row, right and left side. The front middle will have the strongest jumper. <ul style="list-style-type: none">• View the entire team as quickly as possible.
3	Consider: synchronization, height of jumps, good form

Cheer Judging Tips

Tip	Description
1	All team members are expected to cheer to max out DOD.
2	Incorporations must be included – jumps, tumbling, pyramid, partner stunts
3	The type of incorporation does not impact the cheer score
4	Short chants of an 8-count may limit your score
5	Consider: Sharp motions, synchronizations, and transitions
6	Consider: Ability to hear the entire squad saying the words, focus on the team saying the words, not the fans

Dance Judging Tips

Tip	Description
1	All team members are expected to dance to max out DOD.
2	Requires: Energy, creative use of music and choreography
3	Requires: Formation and level changes
4	Consider: Motions, synchronization, transitions
5	Consider: Visual excitement, enthusiasm!
6	Ask yourself: Did they sell it, is it memorable, and entertaining?



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Tumbling Judging Tips

Tip	Description
1	Make sure you know the tumbling skills when performed (watch videos to teach yourself)
2	Split the mat with your partner (front and back) or (middle) to ensure you know the skills performed by the squad. Ensure both officials are aware of EXE when splitting the mat.
3	Decide with your partner prior to the competition who will look for repeat tumblers. Teams will try to recycle. Try to catch them if you can.
4	Keep an eye on the back row and corners for hoppers on standing tumbling.
5	Create your own code for the Tumbling skills: <ul style="list-style-type: none"> • BT=Back Tuck • S- ROBHST=Squad Round Off Back Handsprings Tucks
6	Count your tumblers during the running tumbling section; not the ones not tumbling. <ul style="list-style-type: none"> • Floor Safety will assist with the counting; at times, may be able to confirm of skill. • Watch for team members on the side
7	DOD: After the routine: FIRST you, your partner and the floor safety determine how many did not tumble
8	Determine the highest-level skill, then look at the rubric DOD and work your way through the rubric
9	If a member of the team throws a higher-level skill, we assume they can do the lower level skill.

Tumbling Judging Execution Tips

Tip	Description
1	The execution score is based on all tumbling throughout the entire routine.
2	Weak performers are typically in the middle, back, or hidden on the side.
3	Will one person write the skills down and the other watch and commentate to the other, etc
4	EXE: Be prepared and know what you are looking for according to the score sheet; i.e. stuck landings, timing off
5	Talk with your partner and review notes to determine EXE
6	Make sure you check the boxes on the score sheet



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Partner Stunt Judging Tips

Tip	Description
1	Don't hit it, can't get it.
2	Split the floor with your pyramid partner. It is easier to divide and score correctly.
3	Watch hand placements and stunt set ups as they start stunts. You should easily be able to figure out if it will be an advanced entry versus intermediate or beginning.
4	Look for the elimination of specific skills as you read the rubric.
5	Stunts that do not go to the intended height of the stunt are not given full credit.
6	Start at the top DOD and subtract what you see. Look at the number of groups.
7	Primary Stunts: <ul style="list-style-type: none"> • If 4 groups, you start at 8 DOD and work from there. • If 3 groups, you start at 7 DOD. • If 2 groups, start at 5 DOD.
8	Look for entries into stunts/pyramid. Are they advanced? More than one? Less than two? Intermediate?
9	What flex position and how many are pulled? <ul style="list-style-type: none"> • 3 flex positions can range from 6-8 DOD considering other factors like number of groups and entries. • 2 flex positions can range from 3-6 DOD.
10	If they hit it, give them credit for what they did. Bobbles, timing, sloppy – come off in EXE.
11	Know the difference between primary and secondary stunts. These should be executed where they are easy to define.
12	Primary stunts require dismounts in high DOD.
13	Make notes of execution as you judge the stunts. This will make it easier to check off the boxes and give a more accurate execution score.
14	Secondary stunts do not require a dismount.

Coed Secondary Stunts

Tip	Description
1	Coed teams will be required to demonstrate single based coed stunts during the Secondary Stunt sequence. Secondary stunts on coed teams cannot be tosses.
2	To MAX out on DOD in Secondary Stunts, Coed teams: Male athletes must demonstrate the ability to get to hands and extend without assistance.



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Pyramid Judging Tips

Tip	Description
1	Don't hit it, can't get it.
2	Split the floor with your Partner Stunt judge. It is easier to see all the elements if you have help.
3	Watch hand placements and stunt set ups as they start the pyramid. You should easily be able to figure out if it will be an advanced entry versus intermediate or beginning.
4	Look for the elimination of specific skills as you read the rubric.
5	Watch entries, transitions and dismounts to determine the correct DOD of the pyramid.
6	If one or both sides of the pyramid do not reach the intended height, you must reflect that in the DOD.
7	Dismounts are not required in pyramid.
8	If they hit it, give them credit for what they did. Bobbles, timing, sloppy – come off execution.
9	An advanced pyramid will contain transitions with advanced entries such as switch ups, full ups, quick loads, and advanced dismounts.
10	Make notes of execution as you judge the stunts. This will make it easier to check off the boxes and give a more accurate execution score.
11	If a team performs specific skill requirements to get in a score range, then you must give the team credit. The higher score can be achieved by how creative you thought the pyramid was performed.

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How to Prepare to Judge Safety

Step	Action
1	Review NFHS Rule book, know which sections pertain to which types of rules so they can be located quickly on competition day.
2	Review videos online to study the reason for illegal stunts, not just whether it is or isn't, but the 'WHY'
3	Have a list of commonly called rules in addition to the Safety Quick Reference guide.

Floor Safety Judging Tips

Tip	Description
1	Stand toward the back corner of mat to be able to view from the side and stunt groups from the rear in order to see hand placements for especially back spots.
2	Know how many people are on the floor and which stunts that are immediately ruled out. Not having enough bodies to perform certain stunts or certain # of stunts.
3	During standing tumbling, look for how many bodies do not tumble or fake the move rather than counting who does what.
4	Look at the floor beneath the whole group to see if knees hit, rather than staring at any one person.
5	During running tumbling, try to count # and type of skill, but also remain aware of out of bounds and running falls. Scribble on a notepad and have shorthand for tumbling skills. You cannot look down to write or you will miss something.
6	Once hand placement is established, look for spotters and bases to maintain visual contact with flyer. Rarely focus on flyer...you know what skill they are doing but keep most attention on bottom layer of stunt or pyramid.
7	Know which stunts a shoulder sit and/or shoulder stand cannot brace so that those easily missed skills are warned or called.
8	When teams are at the back of a mat before entering the floor, do a quick scan for uniform infractions, nails, shoelaces, braces, gum, jewelry, glitter, etc.

Table Safety Judging Tips

Tip	Description
1	Count the athletes as they are coming onto the floor.
2	Look for bows, uniform infractions, nails, jewelry, etc.
3	Stunts – scan hands of bases to look for hand placement. If seen, quickly look back and forth at all stunts to see how many it was or just the one.
4	Write down everything, even stunts you are just not sure about. Your floor safety may have a question about it too.
5	Tumbling – scan for knees and out of bounds, always goes so quickly.
6	When the routine is over we discuss questionable stunts and even try to run through them really quickly like we are in the stunt.
7	Make notes of schools and stunts. Go back home and YouTube routines to see if they are up. Go through questionable stunts A LOT and look through the rule book.