## ALL DAY CHEERLEADING SCHOOL COED CHEER JUDGING SHEET



Team Name		
Division	Judge	
Crowd Leading – 10 Points	Points	Score
Crowd Effective Material & Motion Technique	5	
Ability to Lead the Crowd & Proper Use of Signs, Pom or Megaphones	5	
Skill Incorporation – 15 Points	Points	Score
Execution - Proper Technique, Synchronization & Spacing	10	
Proper Use of Skills to Lead the Crowd	5	
Category Impression – 5 Points	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	
		-
Total Possible	30	

## ALL DAY CHEERLEADING SCHOOL COED BUILDING JUDGING SHEET



<u>Team Name</u>	
Division	Judge

Partner Stunts – 25 Points	Points	Score
Perfection of Skill - Proper Technique, Synchronization & Spacing	15	
Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety	10	

Pyramids – 25 Points	Points	Score
Perfection of Skill - Proper Technique, Synchronization & Spacing	15	
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety	10	

Total	Possible	50	

## ALL DAY CHEERLEADING SCHOOL COED OVERALL JUDGING SHEET



Team Name			_
Division	Judge		
DIVISION	Juuge		-
Standing / Running Group Tumbling – 10 Points	Points	Score	
Perfection of Skill - Proper Technique, Form & Synchronization	5		
Difficulty - Level of Skill & Number of Skills Performed	5		
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Jumps – 5 Points	Points	Score	
Perfection of Skill - Proper Technique, Form, Height, Synchronization		30016	
	3		
Difficulty - Type of Jump(s), Connections / Combos or Variety	2		
Catagory Improcesion - F Doints	Doints	Cooro	
Category Impression – 5 Points  Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations &	Points	Score	
Transitions	5		
Total Possible	20		_
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