

# JV / VARSITY COED

## SCHOOL / REC CHEER JUDGING SHEET



TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

JUDGE NO. \_\_\_\_\_

<b>CROWD LEADING (10 Points)</b>	<b>POINTS</b>	<b>SCORE</b>
<i>Crowd Effective Material &amp; Motion Technique</i>	5	
<i>Ability to Lead the Crowd &amp; Proper Use of Signs, Poms, Megaphones, &amp; Flags</i>	5	
<b>SKILL INCORPORATIONS (15 Points)</b>	<b>POINTS</b>	<b>SCORE</b>
<i>Execution, Proper Technique, Synchronization &amp; Spacing</i>	10	
<i>Proper Use of Skills to Lead the Crowd</i>	5	
<b>CATEGORY IMPRESSION (5 Points)</b>	<b>POINTS</b>	<b>SCORE</b>
<i>Flow, Overall Crowd Effectiveness &amp; Difficulty of Practical Skills</i>	5	
<b>TOTAL POSSIBLE</b>	<b>30</b>	

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## BUILDING JUDGING SHEET



TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

JUDGE NO. \_\_\_\_\_

<b>PARTNER STUNTS (25 Points)</b>	<b>POINTS</b>	<b>SCORE</b>
<i>Execution, Proper Technique, Synchronization &amp; Spacing</i>	15	
<i>Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions &amp; Variety</i>	10	
<b>PYRAMIDS (25 Points)</b>	<b>POINTS</b>	<b>SCORE</b>
<i>Execution, Proper Technique, Synchronization &amp; Spacing</i>	15	
<i>Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions &amp; Variety</i>	10	
<b>TOTAL POSSIBLE</b>	<b>50</b>	

# JV / VARSITY COED

## OVERALL JUDGING SHEET



TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

JUDGE NO. \_\_\_\_\_

STANDING / RUNNING GROUP TUMBLING (10 Points)	POINTS	SCORE
<i>Execution, Proper Technique, Form &amp; Synchronization</i>	5	
<i>Difficulty - Level of Skill &amp; Number of Skills Performed</i>	5	
JUMPS (5 Points)	POINTS	SCORE
<i>Execution, Proper Technique, Form, Height &amp; Synchronization</i>	3	
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>	2	
CATEGORY IMPRESSION (5 Points)	POINTS	SCORE
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations &amp; Transitions</i>	5	
TOTAL POSSIBLE	20	