

**UNIVERSAL CHEERLEADERS ASSOCIATION
SCHOOL / REC CHEER JUDGING SHEET**



Central Hardin

Team Name _____

Coed

Division _____

Judge No. _____

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	4.2
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags	5	3.7
<p>Work on sharpening your motions watch placement. Use megaphones effectively - project your voices through them.</p>		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	7.9
Proper Use of Skills to Lead the Crowd	5	4.4
<p>Bases need to stand up in extension in center. Good transitions in stunts.</p>		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	4.1
<p>Good use of floor. Sign ^{+ Pom} work is effective. Flowed well.</p>		
Total	Possible	30
		24.3 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION COED BUILDING JUDGING SHEET



Team Name Central Hardin
 Division Coed Judge No. _____

Partner Stunts - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	13.4
Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety	10	8.9
<ul style="list-style-type: none"> • Great use of coed skills. • Make sure girls finish to the top all the way. • Top girl on left elite needs to squeeze love and stay in body line. 		
Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	14.1
Difficulty - Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety	10	9.5
<ul style="list-style-type: none"> • Great use of difficulty in the ending pyramid. 		
Total	Possible	50
		45.9

• Top girl in the basket toss needs to wrap more aggressively in the spin.



**UNIVERSAL CHEERLEADERS ASSOCIATION
COED OVERALL JUDGING SHEET**



Team Name Central Hardin

Division Coed

Judge No. _____

Standing / Running Group Tumbling - (10 Points)		Points	Score
<i>Execution - Proper Technique, Form & Synchronization</i>		5	4.3
<i>Difficulty - Level of Skill & Number of Skills Performed</i>		5	3.9
Work on landing in Tucks - Feet together / Chest up. Good sync - timing for most.			
Jumps - (5 Points)		Points	Score
<i>Execution - Proper Technique, Form, Height, Synchronization</i>		3	2.8
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>		2	2
Work on landing w/ chest up & toes pointed leg speed for some was slower.			
Category Impression (5 Points)		Points	Score
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions</i>		5	4.6
Good Formation & Pace / Flow Keep energy up throughout			
Total	Possible	20	17.6 ✓



RULES VIOLATIONS

TEAM NAME _____ **Central Hardin** _____

DIVISION _____ **Coed** _____

BOW				<input type="checkbox"/> (.25)
BOUNDARY VIOLATIONS College & NHSCC ONLY				_____ x (0.5)
PROP VIOLATIONS				<input type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR				_____ x (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS				_____ x (1.0)
GAME DAY FORMAT VIOLATION				_____ x (1.0)
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
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_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
TOTAL SAFETY INFRACTION:				_____
RULES DEDUCTION				0