

UNIVERSAL CHEERLEADERS ASSOCIATION SCHOOL / REC CHEER JUDGING SHEET



Team Name East Jessamine

Division Coed Judge No. _____

Crowd Leading - (10 Points)		Points	Score
Crowd Effective Material & Motion Technique		5	4.3
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags		5	4
<p>Flood voices! Great job with the megs! Clean up sign work. Watch wrists & motion placement.</p>			
Skill Incorporations - (15 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		10	8.5
Proper Use of Skills to Lead the Crowd		5	4
<p>Flood timing in stunts. Bases need to keep crowd leading underneath.</p>			
Category Impression (5 Points)		Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills		5	4.3
<p>Top girls - look like you are having fun in the air, you want the crowd to <u>want</u> to cheer with you.</p>			
Total	Possible	30	25.1 ✓

Sign work: is sharp, but make sure signs can be seen by crowd - don't let them tilt to ceiling.

UNIVERSAL CHEERLEADERS ASSOCIATION COED BUILDING JUDGING SHEET



Team Name East Jessamine
 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	8.7
• Try to use all balls to maximize the difficulty score using coed skills. • Timing is off in the back walk overcut. • Don't rush through the clips.		
Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	13.5
Difficulty - Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety	10	8.6
• Timing is off coming down from first pyramid. • Great timing on the ending pyramid.		
Total	Possible	50
		44.2 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION COED OVERALL JUDGING SHEET



Team Name East Jessamine
 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
Point toes in CW ! watch motion placement into CW Tuck. Good timing on layouts / Full			
Jumps - (5 Points)		Points	Score
<i>Execution - Proper Technique, Form, Height, Synchronization</i>		3	2.6
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>		2	2
Land w/ feet together and chest / head up. watch arm placement a swing thru to be the same			
Category Impression (5 Points)		Points	Score
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions</i>		5	4.2
Good flow - keep up energy. stay sharp throughout.			
Total	Possible	20	17

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition - East Jessamine

Team Name _____

Division _____ **Coed**

ST
PY
T
RT/ST
J

0 - :15 Seconds											

ST
PY
T
RT/ST
J

:15 - :30 Seconds											

ST
PY
T
RT/ST
J

:30 - :45 Seconds											

ST
PY
T
RT/ST
J

:45 Seconds - 1 Minute											

ST
PY
T
RT/ST
J

1:00 Minute - 1:15											

ST
PY
T
RT/ST
J

1:15 - 1:30											

ST
PY
T
RT/ST
J

1:30 - 1:45											

ST
PY
T
RT/ST
J

1:45 - 2:00											

Legend		
ST - Partner Stunt	AF - Athlete Fall	.5
PY - Pyramid	BF1 - Minor Building Fall	1.0
T - Basket Toss	BF2 - Major Building Fall	2.0
RT/ST - Tumbling	PF - Pyramid Fall	3.0
J - Jumps		

ST
PY
T
RT/ST
J

2:00 - 2:15											

ST
PY
T
RT/ST
J

2:15 - 2:30											

Overtime Deduction
1- 5 (1.0)
6 + (2.0)

ST
PY
T
RT/ST
J

2:30 - 2:45											

ST
PY
T
RT/ST
J

2:45 - 3:00											

Total Time:	<u>2:29</u>
Music Time:	<u>1:39</u>
Time Deduct.:	<u>Ø</u>
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
Point Deduction Total	: <u>Ø</u>



RULES VIOLATIONS

TEAM NAME East Jessamine

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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
TOTAL SAFETY INFRACTION:				_____
RULES DEDUCTION				