

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



Graves County

Team Name _____

Coed

Division _____

Judge No. _____

Crowd Leading - (10 Points)		Points	Score
<i>Crowd Effective Material & Motion Technique</i>		5	4.6
<i>Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags</i>		5	4.5
Good sign work. Punch motions harder. Easy to follow.			
Skill Incorporations - (15 Points)		Points	Score
<i>Execution, Proper Technique, Synchronization & Spacing</i>		10	9
<i>Proper Use of Skills to Lead the Crowd</i>		5	4.7
Good timing on stunts. Effective level changes shown in stunts.			
Category Impression (5 Points)		Points	Score
<i>Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills</i>		5	4.6
Solid cheer. Keep voices up! You are a large squad - make your presence known! Good energy. Good use of floor.			
Total	Possible	30	27.4 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION COED BUILDING JUDGING SHEET



Team Name _____

Graves County

Division _____

Coed

Judge No. _____

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	13.5
Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	9.1
<ul style="list-style-type: none"> • Great use of coed skills. • Back top girl on the right toss lib needs to keep rounded out in the toss and not settle at the top. 			
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	9.3
<ul style="list-style-type: none"> • Don't press on stunt that is meant to hit at the top. • Great end pyramid timing. 			
Total	Possible	50	46.2 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION COED OVERALL JUDGING SHEET



Team Name Graves County

Division Coed Judge No. _____

Standing / Running Group Tumbling - (10 Points)	Points	Score
Execution - Proper Technique, Form & Synchronization	5	4.3
Difficulty - Level of Skill & Number of Skills Performed	5	3.9
Work on timing in group tumbling. Set tucks higher to be able to see better when doing w/ BHS. Land w/ feet together + chest in (work on full shape)		
Jumps - (5 Points)	Points	Score
Execution - Proper Technique, Form, Height, Synchronization	3	2.6
Difficulty - Type of Jump(s), Connections / Combos or Variety	2	2
Work on leg speed + hip rotation. Timing wasn't perfect. Be mindful of motion placement		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	4.5
Good pace + flow / Good transitions but keep energy + crowd engagement in transitions		
Total	Possible	20
		17.3 ✓

Speed + power drills would help!

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition Graves County
 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>2:26</u>
Music Time:	<u>1:44</u>
Time Deduct:	<u>∅</u>
x 0.5	<u> </u> = <u> </u>
x 1.0	<u>2</u> = <u>2</u>
x 2.0	<u> </u> = <u> </u>
x 3.0	<u> </u> = <u> </u>
Point Deduction Total	: <u>2</u> ✓



RULES VIOLATIONS

TEAM NAME Graves County

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				<u>0</u>