

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



Team Name Owensboro  
 Division Coed Judge No. \_\_\_\_\_

Crowd Leading - (10 Points)		Points	Score
Crowd Effective Material & Motion Technique		5	4
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags		5	3.7
<p>Good use of props. Signs were tilted at times - make sure they are straight up &amp; down. Sharpen up motions.</p>			
Skill Incorporations - (15 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		10	7.8
Proper Use of Skills to Lead the Crowd		5	4.3
<p>Stunts were effective - clean up timing + make sure proper technique is used.</p>			
Category Impression (5 Points)		Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills		5	4
<p>Cheer is easy to follow. Good use of floor. Work on faces - some girls look mad. Have fun, engage the crowd.</p>			
<b>Total</b>	<b>Possible</b>	<b>30</b>	<b>23.8</b> ✓

Watch transitions - clean them up!  
 needs energy!

# UNIVERSAL CHEERLEADERS ASSOCIATION COED BUILDING JUDGING SHEET



**Team Name** Owensboro  
**Division** Coed **Judge No.** \_\_\_\_\_

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	13.6
Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	8.9
1 point toes in kicks. 1 legs need to be together in extensions. 1 pop off timing is out of sync.			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	13.8
Difficulty - Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	8.7
1 Back flip timing is off in first pyramid. 1 TOP girls are doing different motions. 1 make sure top girls are not weight bearing on bracers.			
<b>Total</b>	<b>Possible</b>	<b>50</b>	<b>45</b> ✓

1 TOP girls need to pull motions tighter when hitting a stunt.

# UNIVERSAL CHEERLEADERS ASSOCIATION COED OVERALL JUDGING SHEET



Team Name Owensboro

Coed

Division \_\_\_\_\_ Judge No. \_\_\_\_\_

Almost ran in each  
Others Path many times

Work on stride & shape in  
skills to stay straight.

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution - Proper Technique, Form & Synchronization		5	3.6
Difficulty - Level of Skill & Number of Skills Performed		5	3.6
Be mindful of roundoff shaping in running passes. Many cross leading leg over the other making tumbling go crooked. Work on shaping BHS (Shoulder block - Snap thru)			
Jumps - (5 Points)		Points	Score
Execution - Proper Technique, Form, Height, Synchronization		3	2.7
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
Work on hip rotation & leg speed. Point toes.			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	3.9
Work on execution & seamless transitions. Stay sharp throughout.			
<b>Total</b>	<b>Possible</b>	<b>20</b>	<b>15.8</b> ✓







# RULES VIOLATIONS

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

**Owensboro**

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				