

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



West Jessamine

Team Name _____

Coed

Division _____

Judge No. _____

Crowd Leading - (10 Points)		Points	Score
<i>Crowd Effective Material & Motion Technique</i>		5	4.2
<i>Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags</i>		5	3.9
Watch broken wrists. Good use of megaphones. Clean signs up.			
Skill Incorporations - (15 Points)		Points	Score
<i>Execution, Proper Technique, Synchronization & Spacing</i>		10	8
<i>Proper Use of Skills to Lead the Crowd</i>		5	4.5
Clean up pop downs in extensions. Nice shoulder stands - very effective with signs. Stick and stand those tucks.			
Category Impression (5 Points)		Points	Score
<i>Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills</i>		5	4.2
Voices good - guys keep leading. Easy to follow. Keep energy up throughout.			
Total	Possible	30	24.8 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION COED BUILDING JUDGING SHEET



Team Name West Jessamine
 Division Coed Judge No. _____

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	13.1
Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	8.2
<ul style="list-style-type: none"> • Timing is off on the hands Press to heel stretch. • left BHS coed needs to finish to top before catching. • legs need to be together in extensions. 			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	13.3
Difficulty - Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	8.3
<ul style="list-style-type: none"> • first Pyramid right side top girl does not need to be weight bearing on bracer. • Timing is out of sync on the last Pyramid. • right side end Pyramid needs to not rush and focuses on 			
Total	Possible	50	42.9 ✓

hitting one skill at a time.

UNIVERSAL CHEERLEADERS ASSOCIATION COED OVERALL JUDGING SHEET



Team Name West Jessamine

Coed

Division _____ Judge No. _____

Standing / Running Group Tumbling - (10 Points)	Points	Score
Execution - Proper Technique, Form & Synchronization	5	3.4
Difficulty - Level of Skill & Number of Skills Performed	5	3.9
Work on shapes in tumbling. Shoulder block in BHS & squeeze legs together. Set tucks higher. Use core land chest up. Work on shape of Full. Clean up timing		
Jumps - (5 Points)	Points	Score
Execution - Proper Technique, Form, Height, Synchronization	3	2.8
Difficulty - Type of Jump(s), Connections / Combos or Variety	2	2
Point toes. Keep chest up & land with feet together.		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	3.8
Work on seamlessness throughout. Be sharp fully execute each skill / motion / transition.		
Total	Possible	20
		15.9 ✓

work on layout shape



RULES VIOLATIONS

TEAM NAME West 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"/>	_____	_____	_____
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_____	<input type="checkbox"/>	_____	_____	_____
TOTAL SAFETY INFRACTION:				_____
RULES DEDUCTION				<u>0</u>