

# UNIVERSAL CHEERLEADERS ASSOCIATION SCHOOL / REC CHEER JUDGING SHEET



Team Name Frederick Douglass  
 Division All-Girls Large Judge No. \_\_\_\_\_

Crowd Leading - (10 Points)		Points	Score
Crowd Effective Material & Motion Technique		5	4.8
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags		5	4.8
nice levels - great visuals Flow of cheer helps crowd response - very easy to follow			
Skill Incorporations - (15 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		10	9.5
Proper Use of Skills to Lead the Crowd		5	4.8
Great incorp of skills - stay clean on the rt. Good ending on cheer some cleaning here.			
Category Impression (5 Points)		Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills		5	4.7
good flow of cheer nice routine			
<b>Total</b>	<b>Possible</b>	<b>30</b>	<b>28.4</b> ✓

# UNIVERSAL CHEERLEADERS ASSOCIATION SCHOOL / REC ALL GIRL BUILDING JUDGING SHEET



Team Name Frederick Douglass  
All-Girls Large

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

Partner Stunts - (25 Points)		Points	Score
<i>Execution, Proper Technique, Synchronization &amp; Spacing</i>		15	13.3
<i>Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions &amp; Variety</i>		10	9.3
<p>good job fighting for stunts on left side flyer have confidence in your skills. Bases try to limit movement under the stand.</p>			
Pyramids - (25 Points)		Points	Score
<i>Execution, Proper Technique, Synchronization &amp; Spacing</i>		15	14.2
<i>Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions &amp; Variety</i>		10	9.3
<p>Explode from the bottom to top to catch everything at the top.</p>			
<b>Total</b>		<b>Possible</b>	<b>50</b>
			46.1 ✓

**UNIVERSAL CHEERLEADERS ASSOCIATION  
SCHOOL / REC ALL GIRL OVERALL JUDGING SHEET**



**Team Name** Frederick Douglass  
**All-Girls Large**

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

Standing / Running Group Tumbling - (10 Points)		Points	Score
<i>Execution, Proper Technique, Form &amp; Synchronization</i>		5	4.3
<i>Difficulty - Level of Skill &amp; Number of Skills Performed</i>		5	3.0
very nice fulls - good body positions			
Jumps - (5 Points)		Points	Score
<i>Execution, Proper Technique, Form, Height, &amp; Synchronization</i>		3	2.4
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>		2	2
work on height. lift chest. snap legs. pt toes			
Category Impression (5 Points)		Points	Score
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations &amp; Transitions</i>		5	4.3
Good flow - formations rushed at times			
<b>Total</b>	<b>Possible</b>	<b>20</b>	16.0 ✓





# RULES VIOLATIONS

TEAM NAME \_\_\_\_\_ **Frederick Douglass** \_\_\_\_\_

DIVISION \_\_\_\_\_ **All-Girls Large** \_\_\_\_\_

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		0