

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



Team Name _____

Ashland Blazer

Division _____

All-Girls Small

Judge No. _____

Crowd Leading - (10 Points)		Points	Score
<i>Crowd Effective Material & Motion Technique</i>		5	4.3
<i>Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags</i>		5	4.3
<p>Pay attention to high V placement, punch motion needs to be next to ear, arm extended. Pay attention to sign placement</p>			
Skill Incorporations - (15 Points)		Points	Score
<i>Execution, Proper Technique, Synchronization & Spacing</i>		10	8.9
<i>Proper Use of Skills to Lead the Crowd</i>		5	4.5
<p>Good use of level oranges, color callback is good, solid stunts!</p>			
Category Impression (5 Points)		Points	Score
<i>Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills</i>		5	4.4
<p>Color callback is good and effective.</p>			
Total	Possible	30	26.4 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION SCHOOL / REC ALL GIRL BUILDING JUDGING SHEET



Team Name Ashland Blazer
All-Girls Small

Division _____ Judge No. _____

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	9.6
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	7.9
<ul style="list-style-type: none"> • Timming is off popping the hand to hands to extended. • Back right top girl in high to high needs to stay over top of herself in spin. • out of sync going from round off to load position. 			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	10.1
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety		10	8.1
<ul style="list-style-type: none"> • Don't rush the front hand spring up in the pyramids. slow it down and make it controlled. • When a mistake happens don't let it frazzle you. keep looking confident. 			
Total	Possible	50	35.7 ✓

• Top girls need to keep leg closer to the body when popping body position from spinning skills.

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



Team Name Ashland Blazer
All-Girls Small

Division _____ **Judge No.** _____

Standing / Running Group Tumbling - (10 Points)		Points	Score
<i>Execution, Proper Technique, Form & Synchronization</i>		5	4.5
<i>Difficulty - Level of Skill & Number of Skills Performed</i>		5	4.5
Beautiful cw FULLS - visual. Work on timing & set in group running tucks. Timing in layouts was off. Great sync in cw tucks.			
Jumps - (5 Points)		Points	Score
<i>Execution, Proper Technique, Form, Height, & Synchronization</i>		3	2.7
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>		2	2
Keep chest up & watch arm placement.			
Category Impression (5 Points)		Points	Score
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions</i>		5	4.5
Good pace. Creative formations + good timing for most. work on seamless execution			
Total	Possible	20	18.2 ✓

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition Ashland Blazer

Team Name All-Girls Small

Division _____

ST
PY
T
RT/ST
J

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0 - :15 Seconds

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:15 - :30 Seconds

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:30 - :45 Seconds

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:45 Seconds - 1 Minute

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1:00 Minute - 1:15

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1:15 - 1:30

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1:30 - 1:45

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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
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RT/ST
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2:00 - 2:15

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2:15 - 2:30

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RT/ST
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2:30 - 2:45

ST
PY
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RT/ST
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2:45 - 3:00

Overtime Deduction	
1- 5 (1.0)	
6 + (2.0)	
Total Time:	2:29
Music Time:	1:42
Time Deduct:	0
x 0.5	=
x 1.0	2 = 2
x 2.0	=
x 3.0	=
Point Deduction Total	2



RULES VIOLATIONS

TEAM NAME _____ **Ashland Blazer** _____
All-Girls Small

DIVISION _____

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				