



SCHOOL / REC CHEER JUDGING SHEET

Team Name Carroll County

Division Coed

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.1
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.1
Motion sharpness & placements needed to be sharper. Voices were loud, but there was a lack of voice inflection. Flags needed to be sharper coming down. Signs needed to be sharper.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	7
Proper Use of Skills to Lead the Crowd	5	3.6
There were stunt spacing issues (outside stunts - front to back) issues from the very beginning. There was a lot of movement underneath outside chair. Top girls' knees were bent in extensions.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.2
Lack of transitions affected your crowd leading efforts. Lack of cleanliness & synchronization also affected your crowd leading efforts.		
Total	Possible	30
		20



SCHOOL / REC BUILDING JUDGING SHEET

Team Name Carroll County

Division Coed

Judge No. 3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	7.8
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	3.8
Guys need to drive with legs Timing issues throughout spacing issues			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	6.4
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	4.6
hand in hand timing off half-up full up top girls need lock legs			
Total	Possible	50	22.6



SCHOOL / REC OVERALL JUDGING SHEET

Team Name Carroll County

Division Coed

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	2
Difficulty - Level of Skill & Number of Skills Performed		5	1.5
Running full lacked proper height + set. Landed with bent legs. Sync + execution was lacking.			
Jumps - (5 Points)		Points	Score
Execution, Proper Technique, Form, Height, & Synchronization		3	1.3
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
Prep + swing through was not consistent among athletes. Timing + leg speed was not uniform.			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	2.8
Felt very rushed in skills + lost its focus.			
Total		Possible	20
			9.6



Point Deduction Score Sheet

Team Name Carroll County

Division: Coed

ST
PY
RT/ST
J

0 - :15 Seconds

ST
PY
RT/ST
J

:15 - :30 Seconds

ST
PY
RT/ST
J

:30 - :45 Seconds

ST
PY
RT/ST
J

:45 Seconds - 1 Minute

59 BFI X 5A- BFI X 102 BB

ST
PY
RT/ST
J

1:00 Minute - 1:15

X 1:13 BB X 1:13 BB

ST
PY
RT/ST
J

1:15 - 1:30

ST
PY
RT/ST
J

1:30 - 1:45

ST
PY
RT/ST
J

1:45 - 2:00

X BB X 152 BFI

Legend		
ST - Partner Stunt	AF - Athlete Fall	.25
PY - Pyramid	BB - Building Bobble	.5
RT/ST - Tumbling	BF - Building Fall	1.0
J - Jumps	MBF - Major Building	2.0
	Fall	
	PF - Pyramid Fall	3.0

ST
PY
RT/ST
J

2:00 - 2:15

X 201 BF2

ST
PY
RT/ST
J

2:15 - 2:30

ST
PY
RT/ST
J

2:30 - 2:45

ST
PY
RT/ST
J

2:45 - 3:00

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	4 = 2.0
1.0 x	3 = 3.0
2.0 x	1 = 2.0
3.0 x	_____ = _____
Total	7.0



RULES VIOLATIONS

TEAM NAME Carroll County

DIVISION C o e d

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS		<input type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR		<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS		<input type="checkbox"/> (1.0)
Entry Time <u>.17</u> Total Time <u>2:28</u> Music Time <u>1:43</u>		
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5) Routine OT: _____x (1.0) _____x (2.0)		
RULE INFRACTION	WARNING	CATEGORY PAGE # (1.0 or 3.0)
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
SAFETY DEDUCTIONS:		<u>Ø</u>
RULES DEDUCTION TOTAL		<u>Ø</u>