

SCHOOL / REC CHEER JUDGING SHEET



Team Name East Jessamine

Division Coed

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	4
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	4
Motion placement inconsistent. Watch claps above head. Motions and signs should hit and be sharp.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	8.4
Proper Use of Skills to Lead the Crowd	5	4.5
Timing issues throughout. Top girl in middle lacked energy. Baser in middle prep - make sure your height is same - top girl had one leg bent. Timing of pop offs off before color callback.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	4
Lacked genuine energy throughout. Transitions need to be clean. The use of floor (front to back) could be better utilized. All athletes need to yell the words.		
Total	Possible 30	24.9 ✓

SCHOOL / REC BUILDING JUDGING SHEET



Team Name East Jessamine

Division Coed

Judge No. 3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	10.6
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	6.7
Basket top girl shrug through shoulders and hips to stay in line Guys drive through legs & keep things over nose to keep in line			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	10.9
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	7.9
Timing issues Spacing issues			
Total		Possible	50
			36.1 ✓



SCHOOL / REC OVERALL JUDGING SHEET

Team Name East Jessamine

Division Coed

Judge No. 1

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	2.0
Timing on cw tucks was off. many had feet open. Some landed chest down.		
Jumps - (5 Points)	Points	Score
Execution, Proper Technique, Form, Height, & Synchronization	3	2.2
Difficulty - Type of Jump(s), Connections / Combos or Variety	2	2.0
Some athletes lacked leg speed & flexibility. Timing & sync issues by some.		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	3.7
Keep energy up in transitions to stunts. 2- Guys look tired between.		
Total	Possible 20	13.5 ✓



Point Deduction Score Sheet

Team Name East Jessamine

Division: Coed

ST
PY
RT/ST
J

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0 - :15 Seconds

ST
PY
RT/ST
J

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:15 - :30 Seconds

ST
PY
RT/ST
J

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:30 - :45 Seconds

ST
PY
RT/ST
J

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:45 Seconds - 1 Minute

ST
PY
RT/ST
J

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1:00 Minute - 1:15

ST
PY
RT/ST
J

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1:15 - 1:30

ST
PY
RT/ST
J

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1:30 - 1:45

ST
PY
RT/ST
J

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1:45 - 2:00

ST
PY
RT/ST
J

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2:00 - 2:15

ST
PY
RT/ST
J

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2:15 - 2:30

BB X
2:20

ST
PY
RT/ST
J

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2:30 - 2:45

ST
PY
RT/ST
J

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2:45 - 3:00

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 Fall	2.0
	PF - Pyramid Fall	3.0

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



RULES VIOLATIONS

TEAM NAME East Jessamine

DIVISION Coed

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS <i>0.45 left stunt stepped on pom</i>		<input checked="" type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR		<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS		<input type="checkbox"/> (1.0)
Entry Time <u>0:31</u> Total Time <u>2:29</u> Music Time <u>1:37</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: _____		
RULES DEDUCTION TOTAL		<u>0.5</u>