



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
<p>Motion placement inconsistent. Watch claps above head. Motions and signs should hit and be sharp.</p>		
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
<p>Timing issues throughout. Top girl in middle lacked energy. Bases in middle prep - make sure your height is same - top girl had one leg bent. Timing of pop offs off before color callback.</p>		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	4
<p>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.</p>		
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
<i>Basket top girl shrug through shoulders and hips to stay in line Guys drive through legs & keep things over nose to keep in line</i>		
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
<i>Timing issues Spacing issues</i>		
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	3.4
Difficulty - Level of Skill & Number of Skills Performed	5	2.0
<p>Timing on cw tucks was off. many had feet open. Some landed chest down.</p>		
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
<p>Some athletes lacked leg speed & flexibility. Timing & sync issues by some.</p>		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	3.7
<p>Keep energy up in transitions to stunts. 2-guys. Look tired between.</p>		
Total	Possible	20 13.5 ✓



Point Deduction Score Sheet

Team Name East Jessamine

Division: Coed

Swimmer	Stroke Count
ST	8
PY	7
RTST	6
J	8

ST								
PY								
RT/ST								
J								

30 - 45 Seconds

A graph with a single vertical line at the 1:00 mark on the x-axis. The y-axis is labeled with four categories: ST, PY, RT/ST, and J. The line is positioned at the 1:00 mark for the ST category.

ST

PY

RT/ST

J

1:45 - 2:00

ST								
PY								
RT/ST								
J								

ST							
PY							
RTST							
J							

ST

PY

RTST

J

Legend

Point Deduction Totals

$$0.25 \times \underline{\quad} = \underline{\quad}$$

$$0.5 \times 1 = 0.5$$

$$1.0 \times =$$

$$2.0 \times =$$

$$3.0 \times =$$

Total

0.5



RULES VIOLATIONS

TEAM NAME East Jessamine

DIVISION Code

BOUNDARY VIOLATIONS	_____ x (0.5)				
GAME DAY FORMAT VIOLATION	_____ x (1.0)				
PROP VIOLATIONS	^{0.45} <i>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"/>	_____	_____	_____
SAFETY DEDUCTIONS: _____					
RULES DEDUCTION TOTAL <u>6.5</u>					