



SCHOOL / REC CHEER JUDGING SHEET

Team Name Fairdale

Division Coed

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.2
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.3
<p>Sign timing was off. The flip of the signs from DALE to YEAH is fast and difficult to read which makes it difficult for crowd to follow. Motion placement issues - especially half high vs</p>		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	7.3
Proper Use of Skills to Lead the Crowd	5	3.5
<p>Mount timing off. Left top girl has bent knees, savelce core when starting - there is a lot of movement under stunts. Timing issues throughout.</p>		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.3
<p>Work to clean up timing issues throughout. There needed to be more consistent genuine energy throughout.</p>		
Total	Possible	30
		20.6 ✓



SCHOOL / REC BUILDING JUDGING SHEET

Team Name Fairdale

Division Coed

Judge No. 3

Partner Stunts - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	7.1
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	3.9
<i>Coed skill - keep top girl in line over top of nose Top girls hold body positions after roll-up Spacing issues Timing issues throughout</i>		
Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	6.9
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
<i>hand in hand bases - work together to finish skill Top girls need to push off to help get to top Timing + Spacing issues</i>		
Total	Possible	50
		21.7 ✓



SCHOOL / REC OVERALL JUDGING SHEET

Team Name Fairdale

Division Coed

Judge No. 1

Category	Points	Score
Standing / Running Group Tumbling - (10 Points)		
Execution, Proper Technique, Form & Synchronization	5	1.8
Difficulty - Level of Skill & Number of Skills Performed	5	2.0
Standing tuck & BNS many had open legs & bent knees in BNS. Running BHS lacked strong execution & shoulder blocking & snap through. Running full had bent legs & landed		
Jumps - (5 Points)	Points	Score
Execution, Proper Technique, Form, Height, & Synchronization	3	1.4
Difficulty - Type of Jump(s), Connections / Combos or Variety	2	2
Swing through & leg speed was not together. Timing & sync was off. Many lacked height.		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	3.1
Some timing issues & sync.		
Total	Possible	20
		10.3 ✓



Point Deduction Score Sheet

Team Name Fairdale

Division: Coed

ST

ST							
PY							
RT/ST							
J							
:30 - :45 Seconds							

ST								
PY								
RT/ST								
J								
:45 Seconds - 1 Minute								

ST | | | | | | | | | | | | | | | |
PY | | | | | | | | | | | | | | | |
RT/ST | | | | | | | | | | | | | | | |
J | | | | | | | | | | | | | | | |
X1:02
BFI
1:00 Minute - 1:15

ST							
PY							
RT/ST							
J							

ST

PY

RTST

J

BF1

X132

1:30 - 1:45

ST							
PY							
RT/ST							
J							

ST							
PY							
RT/ST							
J							

ST							
PY							
RTST							
J							

ST							
PY							
RT/ST							
J							

ST							
PY							
REST							
J							

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

$$0.25 \times 2 = 0.5$$

$$0.5 \times \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$$

$$1.0 \times 3 = 3.0$$

30 x

3.0 x =

Total 3.5



RULES VIOLATIONS

TEAM NAME Fairdale

DIVISION Code

VISION C 0 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	17	Total Time	2:28	Music Time	1:43
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	_____				