



# 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
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.		
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
Mount timing off. Left top girl has bent knees, squeeze core when stunting - there is a lot of movement under stunts. Timing issues throughout.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.3
Work to clean up timing issues throughout. There needed to be more consistent genuine energy throughout.		
Total	Possible 30	26.6 ✓



# 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
Coed Skill-keep top girl in line over top of nose Top girls hold body positions after RO-up spacing issues Timing issues throughout			
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
hand in hand bases Work together to finish skill Top girls need to push off to help get to top Timing + Spacing issues			
Total	Possible	50	21.7 ✓





# SCHOOL / REC OVERALL JUDGING SHEET

Team Name Fairdale

Division Coed

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	1.8
Difficulty - Level of Skill & Number of Skills Performed		5	2.0
Standing tuck + BHS many had open legs + bent knees in BHS. Running BHS lacked strong execution + shoulder blocking + snap through. Running full had bent leg + landed short.			
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  
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

ST  
PY  
RT/ST  
J


X 1:02  
BFI

1:00 Minute - 1:15

ST  
PY  
RT/ST  
J


1:15 - 1:30

ST  
PY  
RT/ST  
J


BFI  
X 1:32

1:30 - 1:45

ST  
PY  
RT/ST  
J


AF X  
151  
AF X  
151

1:45 - 2:00

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

ST  
PY  
RT/ST  
J


X 2:08  
BFI

2:00 - 2:15

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	<u>2</u> = <u>0.5</u>
0.5 x	<u>      </u> = <u>      </u>
1.0 x	<u>3</u> = <u>3.0</u>
2.0 x	<u>      </u> = <u>      </u>
3.0 x	<u>      </u> = <u>      </u>
Total	<u>3.5</u>





# RULES VIOLATIONS

TEAM NAME Fairdale

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: _____		
RULES DEDUCTION TOTAL		