



SCHOOL / REC CHEER JUDGING SHEET

Team Name John Hardin

Division Coed

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.3
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.3
Tempo was too fast. Motion placement + sharpness needed to be stronger. Claps also needed to be sharper. BULL DOGS sign work needed to be sharper. There were athletes not yelling the words... one of which was right in the front.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	7.9
Proper Use of Skills to Lead the Crowd	5	3.8
Stunt dismount timing was off. Top girls' sign usage was not uniform. Top girls also needed more energy.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.3
Everyone needs to yell! Athletes need to strive for overall cleanliness + consistent/genuine energy throughout. Be sure your cheer tempo encourages crowd participation.		
Total	Possible 30	21.6 ✓

SCHOOL / REC BUILDING JUDGING SHEET



Team Name John Hardin

Division Coed

Judge No. 3

Partner Stunts - (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	2.6
Basket top girl, keep head over hips & squeeze to not travel Spacing & timing issues throughout			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	6.3
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	4.3
Spacing & timing issues throughout Bracers in rewind don't pull top girl Guys in halfout use legs to drive up			
Total	Possible	50	20.1 ✓



SCHOOL / REC OVERALL JUDGING SHEET

Team Name John Hardin

Division Coed

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	3.2
Difficulty - Level of Skill & Number of Skills Performed		5	2.2
Good variety & use of team skill. Some bent legs in bits. Chest & in maj. of tucks. Fwo through had some execution errors. Good Arab. through			
Jumps - (5 Points)		Points	Score
Execution, Proper Technique, Form, Height, & Synchronization		3	1.9
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
motion placement in prep. Timing in dbl toe many landed open feet chest &			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	3.8
Pace felt slow at times. Good visuals. more energy needed			
Total		Possible 20	13.1 ✓



Point Deduction Score Sheet

Team Name John Hardin

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

1:00 Minute - 1:15

ST
PY
RT/ST
J

1:15 - 1:30

Handwritten notes: 123, 121, BB, 122, BB

ST
PY
RT/ST
J

1:30 - 1:45

ST
PY
RT/ST
J

1:45 - 2:00

Handwritten note: X 148 AP

ST
PY
RT/ST
J

2:00 - 2:15

Handwritten notes: AP, BFI, X 198, X 206

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

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	1	= 0.25
0.5 x	2	= 1.0
1.0 x	2	= 2.0
2.0 x		=
3.0 x		=
Total	3.25	



RULES VIOLATIONS

TEAM NAME John Hardin

DIVISION C o e d

BOUNDARY VIOLATIONS	_____ x (0.5)			
GAME DAY FORMAT VIOLATION	_____ x (1.0)			
PROP VIOLATIONS <i>right side during cheer stunt stepped on pen</i>	☒ (0.5)			
UNSPORTSMANLIKE BEHAVIOR	☐ (1.0)			
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	☐ (1.0)			
 Entry Time <u>0:20</u> Total Time <u>2:19</u> Music Time <u>1:27</u> Entry OT: ☐ (0.25) ☐ (0.5) Routine OT: _____ x (1.0) _____ x (2.0)				
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
SAFETY DEDUCTIONS: _____				
RULES DEDUCTION TOTAL				0.5