



# SCHOOL / REC CHEER JUDGING SHEET

Team Name Owensboro

Division Coed

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.7
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.8
Claps & motions needed to be sharper. Motion placements also needed to be stronger. There were athletes not yelling the words. DEVILS sign work needed to be sharper. The tempo of the DEVILS spellout was inconsistent.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	8.2
Proper Use of Skills to Lead the Crowd	5	3.9
Top girls needed more energy. There were also missed opportunities to lead the crowd during the stunt incrops.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.7
Athletes lacked overall consistent & genuine energy.		
Total	Possible	30
		23.3 ✓





# SCHOOL / REC BUILDING JUDGING SHEET

Team Name Owensboro

Division Coed

Judge No.

3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	7.2
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	3.4
Guys finish toss at top Top girls pull up through shoulders			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	7.2
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	4.5
Movement in feet left side first pyramid Spacing issues throughout			
Total	Possible	50	22.3 ✓





# SCHOOL / REC OVERALL JUDGING SHEET

Team Name Owensboro

Division Coed

Judge No. |

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	1.9
Difficulty - Level of Skill & Number of Skills Performed		5	2.1
BHS Form by majority has open & bent legs with wideset arms - lacking strong snap ↓. Running Full to front landed short & lacked proper set / Tuck timing			
Jumps - (5 Points)		Points	Score
Execution, Proper Technique, Form, Height, & Synchronization		3	2.4
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
Swing thru was inconsistent. Timing & sync was off by many. Chest ↓ in TT			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	3.0
Transitions were not seamless & lost crowd when moving to skills. Timing & Spacing issues			
Total		Possible	20
			11.4 ✓





# Point Deduction Score Sheet

Team Name Owensboro

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

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

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2:00 - 2:15

ST  
PY  
RT/ST  
J

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2:15 - 2:30

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

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	<u>2</u> = <u>1.0</u>
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	<u>1.0</u>





# RULES VIOLATIONS

TEAM NAME Owensboro

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>0:16</u> Total Time <u>2:29</u> Music Time <u>1:40</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		