



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
<p>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 spell out was inconsistent.</p>		
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
<p>Top girls needed more energy. There were also missed opportunities to lead the crowd during the start inc corps.</p>		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.7
<p>Athletes lacked overall consistent & genuine energy.</p>		
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
<p>Guys finish toss at top Top girls pull up through shoulders</p>		
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
<p>Movement in feet left side first pyramid Spacing issues throughout</p>		
Total	Possible	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
<p>BHS Form by majority has open + bent legs with wide set arms - lacking strong snap ↓. Running full to front landed short + lacked proper set / Lucy timing</p>		
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
<p>Swing thru was inconsistent. Timing + sync was off by many. Chest ↓ in TT</p>		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	3.0
<p>Transitions were not seamless + lost crowd when moving to skills. Timing + Spacing issues</p>		
Total	Possible	20
		11.4 ✓



Point Deduction Score Sheet

Team Name Owensboro

Division: Coed

A graph showing the relationship between time and the number of strokes for each player. The x-axis is labeled "0 - :15 Seconds" and the y-axis lists players: ST, PY, RTST, and J. Each player has a vertical line at the 0-second mark, indicating the start of the race.

ST								
PY								
RT/ST								
J								

ST							
PY							
RTST							
J							
							
:30 - :45 Seconds							

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

A graph showing a single sharp peak on a baseline. The x-axis is labeled "1:00 Minute - 1:15" and the y-axis has labels "ST", "PY", "RT/ST", and "J".

ST							
PY							
RTST							
J							

Time	ST	PY	RTST	J
1:30	0	0	0	0
1:35	1	1	1	0
1:40	5	5	5	0
1:45	7	7	7	0

Time	ST	PY	RT/ST	J
2:00	10	10	10	0
2:05	0	0	0	2
2:10	0	0	0	5
2:15	0	0	0	8

ST							
PY							
RTST							
J							

ST							
PY							
RT/ST							
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	2.0
	Fall	
	PF - Pyramid Fall	3.0

Point
Deduction
Totals



RULES VIOLATIONS

TEAM NAME Owensboro

DIVISION Code

BOUNDARY VIOLATIONS	<u> </u> x (0.5)				
GAME DAY FORMAT VIOLATION	<u> </u> 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: <u> </u> x (1.0)	<u> </u> x (2.0)			
RULE INFRACTION		WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
<u> </u>		<input type="checkbox"/>	<u> </u>	<u> </u>	<u> </u>
SAFETY DEDUCTIONS: <u> </u>					
RULES DEDUCTION TOTAL <u> </u>					