



SCHOOL / REC CHEER JUDGING SHEET

Team Name West Jessamine

Division Coed

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.9
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	4
Watch motion placement - work to have same placement and <u>no</u> thumbs sticking out. Use signs to lead the crowd. → It was late. Make sure signs hit to top sharp & back to chest.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	8.3
Proper Use of Skills to Lead the Crowd	5	4.2
Mount timing of props off. Dismounts out of front stunt need to be cleaner.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.8
Top girls lack energy. Widespread motion placement + sharpness issues. Solid standing tucks!		
Total	Possible 30	24.2 ✓

SCHOOL / REC BUILDING JUDGING SHEET



Team Name West Jessamine

Division Coed

Judge No. 3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	6.2
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)		10	3.7
Guys use legs to drive stunt to top Top girls lock legs out & squeeze body positions 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	4.2
Timing issues throughout Bases watch arm placement Top girls pullup and hold at the top of skills			
Total	Possible	50	21✓



SCHOOL / REC OVERALL JUDGING SHEET

Team Name West Jessamine

Division Coed

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	4.1
Difficulty - Level of Skill & Number of Skills Performed		5	4.2
Some tucks landed open feet chest down. Some lacked height. Slight timing issue. Great st. pull + arabian thru to pull.			
Jumps - (5 Points)		Points	Score
Execution, Proper Technique, Form, Height, & Synchronization		3	2.2
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
motion placement by some was off. leg speed + hip rotation by some was slower. landed open feet.			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	4
Good visuals + energy. Some timing + spacing issues. Crowd focus dropped when skills were missed			
Total	Possible	20	16.5 ✓



Point Deduction Score Sheet

Team Name West Jessamine

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

Handwritten: 58 X BFI, 55 BB

ST
PY
RT/ST
J

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1:00 Minute - 1:15

Handwritten: 105 BFI X 105

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

Handwritten: 131 X AF

ST
PY
RT/ST
J

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1:45 - 2:00

Handwritten: 146 BFI X 146

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

Handwritten: 203 BFI X 203

ST
PY
RT/ST
J

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2:15 - 2:30

Handwritten: 221 BB X 221

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	<u>1</u> = <u>0.25</u>
0.5 x	<u>2</u> = <u>1.0</u>
1.0 x	<u>4</u> = <u>4.0</u>
2.0 x	<u> </u> = <u> </u>
3.0 x	<u> </u> = <u> </u>
Total	<u>6.25</u>



RULES VIOLATIONS

TEAM NAME West Jessamine

DIVISION C o e d

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS		☐ (0.5)
UNSPORTSMANLIKE BEHAVIOR		☐ (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS		☐ (1.0)
Entry Time <u>.72</u> Total Time <u>2:29</u> Music Time <u>1:42</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)
<u>spotter must not grasp the</u>	☐	<u>2.2A + 6A 18 1</u>
<u>sole of the top persons foot</u>	☐	
_____	☐	
_____	☐	
_____	☐	
_____	☐	
_____	☐	
_____	☐	
SAFETY DEDUCTIONS: _____		
RULES DEDUCTION TOTAL		<u>1</u>