



SCHOOL / REC CHEER JUDGING SHEET

Team Name Frederick Douglass

Division All-Girls Large

Judge No.

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	4.6
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	4.5
<p>• Last 'S' in DOUGLASS spellout: sign was late to show during first pass of spellout.</p> <p>• Several athletes not yelling. Crowd was controlling voice dynamic.</p>		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	9.6
Proper Use of Skills to Lead the Crowd	5	5
<p>• Top girls need to stand up faster in shoulder sits at the beginning of cheer.</p>		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	4.6
<p>• Everyone has to yell!</p> <p>• Strive for consistent voices & energy. Yes, you want crowd to participate, but never allow your crowd to control your entire dynamic or tempo.</p>		
Total	Possible	30 28.3

SCHOOL / REC BUILDING JUDGING SHEET



Team Name Frederick Douglass

Division All-Girls Large

Judge No. 3

Partner Stunts - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	13.9
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	9.0
<p>Spacing in hand in hands Top girls pull body positions tighter</p>		
Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	14.2
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	9.0
<p>Timing issues throughout</p>		
Total	Possible	50
		46.1

SCHOOL / REC OVERALL JUDGING SHEET



Team Name Frederick Douglass

Division All-Girls Large

Judge No.

Standing / Running Group Tumbling - (10 Points)	Points	Score
Execution, Proper Technique, Form & Synchronization	5	4.2
Difficulty - Level of Skill & Number of Skills Performed	5	4.0
<i>TUCK timing was off. Some had low set & landed chest down w/ feet open.</i>		
Jumps - (5 Points)	Points	Score
Execution, Proper Technique, Form, Height, & Synchronization	3	2.6
Difficulty - Type of Jump(s), Connections / Combos or Variety	2	2.0
<i>many had flexed feet & some height was lacking on some.</i>		
Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	4.7
<i>Good energy & visuals.</i>		
Total	Possible	20
		17.5 ✓



Point Deduction Score Sheet

Team Name Frederick Douglass

Division: All-Girls Large

ST

PY

RTST

J

0 - :15 Seconds

ST								
PY								
RT/ST								
J								

ST							
PY							
RTST							
J							

Time	ST	PY	RT/ST	J
2:30	0	0	0	0
2:35	1	1	1	0
2:40	5	5	5	0
2:45	7	7	7	0

Time (min)	ST	PY	RT/ST	J
0	1	0	1	0
15	1	0	1	0
30	1	0	1	0
45	1	0	1	0
60	1	0	1	0

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 Frederick Douglass

DIVISION A II - Girls Large

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>0:26</u>	Total Time <u>2:30</u>	Music Time <u>1:46</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 #
_____		<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 				