SCHOOL / REC CHEER JUDGING SHEET

Team Name Cooper

Division All-Girls Medium

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	4.4
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	4.6

Snap spellouts at the top also.

Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	9.0
Proper Use of Skills to Lead the Crowd	5	4.6

Excellent job at leading crowd.

Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	4.6

Good energy. Fun to watch.

Total	Possible	30	27.2

SCHOOL / REC BUILDING JUDGING SHEET

Team Name Cooper

Division All-Girls Medium   **Judge No.** 3

Partner Stunts - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	13.3
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	9.3

- Timming slightly out of sync on backhand spring full ups
- Bases are not quich enough to go get the top girl and rock her back to the back spot in the middle left back hand spring full around - top girl also is not squeezing the core.

Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	13.6
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	9.6

- Bases be quicher to the reachicround in the back hand spring full ups,
- Timming off on the show and go's

Total	Possible	50	45.8 ✓

PT

SCHOOL / REC OVERALL JUDGING SHEET

Team Name Cooper

Division All-Girls Medium

Judge No. 1

Standing / Running Group Tumbling - (10 Points)	Points	Score
Execution, Proper Technique, Form & Synchronization	5	4.8
Difficulty - Level of Skill & Number of Skills Performed	5	4.6

timing in 3 running fulls (coming forward) was not together
- Solid standing skills

Jumps - (5 Points)	Points	Score
Execution, Proper Technique, Form, Height, & Synchronization	3	2.3
Difficulty - Type of Jump(s), Connections / Combos or Variety	2	2

- roll toes up (not forward) in toe touch skills
- heighth was low in both jump skills

Category Impression (5 Points)	Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5	4.6

great job maintaining energy & connection from section to section- made the flow seamless

Total	Possible	20	18.3

Point Deduction Score Sheet

Team Name Cooper

Division: All-Girls Medium

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 *XBFZ* / J — :45 Seconds - 1 Minute	ST / PY / RT/ST / J — 1:00 Minute - 1:15	ST / PY / RT/ST / J — 1:15 - 1:30
ST / PY / RT/ST / J — 1:30 - 1:45	ST / PY / RT/ST / J — 1:45 - 2:00	
ST / PY / RT/ST / J — 2:00 - 2:15	ST / PY / RT/ST *XBB* / 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	___	=	_____
0.5	x	1	=	.50
1.0	x	1	=	1
2.0	x	___	=	_____
3.0	x	___	=	_____

Total 1.50

RULES VIOLATIONS

TEAM NAME Cooper

DIVISION All-Girls Medium

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 __0:20__   Total Time __2:28__   Music Time __1:44__

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 ◯