



SCHOOL / REC CHEER JUDGING SHEET

Team Name Scott County

Division All-Girls Medium

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.5
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.4
Motion Placement Spacing issues.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	7.0
Proper Use of Skills to Lead the Crowd	5	3.9
Tumbling off on hand springs.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.4
Timing slow paced. Low energy.		
Total	Possible	30
		21.2 [✓]



SCHOOL / REC BUILDING JUDGING SHEET

Team Name Scott County

Division All-Girls Medium

Judge No. 3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	10.2
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)		10	5.2
<i>Bases are far apart on the main left & extension. Missed front dismount. Bases have feet movement in center cross leg fall up to prep. Top girls have feet apart overall.</i>			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	11.5
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)		10	5.8
<i>Rewind on left caught low. Top girls backs are also arched. Inverts are flat. wide feet for top girl. Right top girl weight bearing in high to high tick. Inconsistent visual overall.</i>			
Total		Possible	50
			32.7



SCHOOL / REC OVERALL JUDGING SHEET

Team Name Scott County

Division All-Girls Medium

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	4.3
Difficulty - Level of Skill & Number of Skills Performed		5	4.0
-plant feet & finish winning tuck. Skills completely - stick standing tucks - several touches/ knee drops			
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
- Completely lock knees out in hurdler skills - point toes & squeeze feet together to finish			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	4.2
Utilize more of the floor in formations for more variety in routine			
Total		Possible	20
			16.9 ✓



Point Deduction Score Sheet

Team Name Scott County

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
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
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	1	= .25
0.5 x	1	= .50
1.0 x	2	= 2
2.0 x		=
3.0 x		=
Total	2.75	



RULES VIOLATIONS

TEAM NAME Scott County

DIVISION All - Girls Medium

BOUNDARY VIOLATIONS	* be aware of staying on mat at NISCC warning	_____	x (0.5)
GAME DAY FORMAT VIOLATION		_____	x (1.0)
PROP VIOLATIONS	* left side tossed sign after cheer		☒ (0.5)
UNSPORTSMANLIKE BEHAVIOR			☐ (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS			☐ (1.0)
Entry Time <u>0:23</u> Total Time <u>2:14</u> Music Time <u>1:41</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)
_____	☐	_____	_____
_____	☐	_____	_____
_____	☐	_____	_____
_____	☐	_____	_____
_____	☐	_____	_____
_____	☐	_____	_____
_____	☐	_____	_____
SAFETY DEDUCTIONS:			_____
RULES DEDUCTION TOTAL			0.5