

SCHOOL / REC CHEER JUDGING SHEET



Team Name Somerset

Division All-Girls Medium

Judge No. 2

Crowd Leading - (10 Points)		Points	Score
Crowd Effective Material & Motion Technique		5	4.5
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags		5	4.6
Great sign and motion technique.			
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
Watch spacing on stunts. Left side.			
Category Impression (5 Points)		Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills		5	4.6
Strong beginning. Nice job ☺			
Total	Possible	30	27.3

SCHOOL / REC BUILDING JUDGING SHEET



Team Name Somerset

Division All-Girls Medium

Judge No. 3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	12.8
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)		10	8.2
• Back hand Spring Fall was lack height. • Top girls bent at the hips in inverted skills. • All inversions pressed skills to extensions.			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	12.7
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)		10	8.7
• Stretch to stretch rewrinds caught low and pressed. • Front fall to feet caught at the belly button, lacked height all around.			
Total	Possible	50	42.4 ✓



SCHOOL / REC OVERALL JUDGING SHEET

Team Name Somerset

Division All-Girls Medium

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	4.6
Difficulty - Level of Skill & Number of Skills Performed		5	4.7
-timing off in squad running tumbling section			
Jumps - (5 Points)		Points	Score
Execution, Proper Technique, Form, Height, & Synchronization		3	2.7
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
-timing slightly off in 2nd toe touch skill -get chests up in toe touch skills			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	4.4
Some creative transitions - but work on moving w/ clean intention between sections			
Total		Possible	20
			18.4 ✓



Point Deduction Score Sheet

Team Name Somerset

Division: All-Girls Medium

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

XBFL

ST
PY
RT/ST
J

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1:00 Minute - 1:15

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

ST
PY
RT/ST
J

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1:45 - 2:00

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

ST
PY
RT/ST
J

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2:00 - 2:15

ST
PY
RT/ST
J

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2:15 - 2:30

ST
PY
RT/ST
J

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2:30 - 2:45

PF1

ST
PY
RT/ST
J

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2:45 - 3:00

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	_____ = _____
1.0 x	<u>2</u> = <u>2</u>
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	<u>2</u>



RULES VIOLATIONS

TEAM NAME Somerset

DIVISION All - Girls Medium

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>0:18</u> Total Time <u>2:31</u> Music Time <u>1:42</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 #	(1.0 or 3.0)	
_____	<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					<u>0</u>