

SCHOOL / REC BUILDING JUDGING SHEET



Team Name Hazard

Division All-Girls Small

Judge No.

Partner Stunts - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	11.3
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	6.3
• Feet are wide in cross leg full ups. Middle group traveled a lot. • Left and right top girl leg low in liberty • Top girls feet are in same air ups and bent legs. • Bases do not use legs to gain power.		
Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	11.2
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	6
• High to high tick timing off. • Top girl on left had no support to stand on in hit. • Bases on left are far apart in land off up • Missed low to high		
Total	Possible 50	34.8 ✓

SCHOOL / REC CHEER JUDGING SHEET



Team Name Hazard

Division All-Girls Small

Judge No.

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.8
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.8
Be sure to have signs hit with the callouts (Bulldog blue / Hazard Gold)		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	7.5
Proper Use of Skills to Lead the Crowd	5	3.7
Slight spacing issues. Sharpen signwork. Motion technique.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.8
Voices need to be loud throughout		
Total	Possible 30	22.6 ✓

SCHOOL / REC OVERALL JUDGING SHEET



Team Name Hazard

Division All-Girls Small

Judge No. 1

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	3.8
Difficulty - Level of Skill & Number of Skills Performed		5	3.0
- timing of skills in first section not together - squeeze feet in backhand spring skills & snap feet down quicker			
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
- timing of both jump skills not together - chests dropped in toe touch - keep chest up to unify			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	3.8
Keep up performance & projection when transitioning between sections			
Total		Possible 20	14.8 ✓



Point Deduction Score Sheet

Team Name Hazard

Division: All-Girls Small

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
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:30 - :45 Seconds

ST
PY
RT/ST
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:45 Seconds - 1 Minute

ST
PY
RT/ST
J

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1:00 Minute - 1:15

ST
PY
RT/ST
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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

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

ST
PY
RT/ST
J

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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	2 = 1
1.0	x	1 = 1
2.0	x	_____ = _____
3.0	x	_____ = _____
Total		2.25



RULES VIOLATIONS

TEAM NAME Hazard

DIVISION All - Girls Small

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>0:22</u> Total Time <u>2:25</u> Music Time <u>1:45</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		<u>0</u>