



# SCHOOL / REC CHEER JUDGING SHEET

Team Name Bryan Station

Division All-Girls Super

Judge No. 2

Crowd Leading - (10 Points)	Points	Score
Crowd Effective Material & Motion Technique	5	3.6
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags	5	3.6
Motion placement inconsistent. Motions need to be sharp. Signs are not sharp, signs should be against forearms and be taken to top and back to chest quick, sharp, & clean.		
Skill Incorporations - (15 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	10	6.9
Proper Use of Skills to Lead the Crowd	5	3.5
Work on <u>all</u> stunt technique. Bases need to stand up & thru through shoulders. Top girls need energy. Execution error on @ side extension. Too much movement under stunts.		
Category Impression (5 Points)	Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	5	3.6
Your stunt incorps should enhance your ability to lead the crowd. Anytime you have stunt execution errors, your ability to lead the crowd will be negatively affected.		
Total	Possible	30
		21.2 ✓

Needs more genuine energy throughout. Work to clean entire cheer section.



# SCHOOL / REC BUILDING JUDGING SHEET



Team Name Bryan Station

Division All-Girls Super

Judge No. 3

Partner Stunts - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	8.0
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)		10	5.5
Top girls trust bases, pull up through shoulders & squeeze Bases use legs to drive stunts to top Watch timing			
Pyramids - (25 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		15	9.0
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
Spacing issues in both pyramids Top girls be confident, don't look scared Watch timing in rewinds			
Total	Possible	50	28.8





# SCHOOL / REC OVERALL JUDGING SHEET

Team Name Bryan Station

Division All-Girls Super

Judge No. \_\_\_\_\_

Standing / Running Group Tumbling - (10 Points)		Points	Score
Execution, Proper Technique, Form & Synchronization		5	1.8
Difficulty - Level of Skill & Number of Skills Performed		5	1.7
BHS were slow on snap down. many lacked power through shoulder block. Running Tucks had some go crooked in the roundoff. Timing throughout was off			
Jumps - (5 Points)		Points	Score
Execution, Proper Technique, Form, Height, & Synchronization		3	1.9
Difficulty - Type of Jump(s), Connections / Combos or Variety		2	2
Swing thru & hit in jumps were not sync. many lacked leg speed & hip rotation. many landed chest down feet open. Had a ripple effect			
Category Impression (5 Points)		Points	Score
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions		5	2.0
Transitions was not seamless & lost crowd engagement			
Total		Possible 20	9.4 ✓





# Point Deduction Score Sheet

Team Name Bryan Station

Division: All-Girls Super

ST  
PY  
RT/ST  
J

X 10 BB

0 - :15 Seconds

ST  
PY  
RT/ST  
J

18 BF

:15 - :30 Seconds

ST  
PY  
RT/ST  
J

:30 - :45 Seconds

ST  
PY  
RT/ST  
J

X 47 AF

:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J

1:11 X BB 1:11 X BB 1:11 X BB

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

BB X 2:26 X

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	= 0.25
0.5 x 4	= 2.0
1.0 x 1	= 1.0
2.0 x	=
3.0 x	=
Total	4.25





# RULES VIOLATIONS

TEAM NAME Bryan Station

DIVISION All - Girls Super

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)		
<div style="display: flex; justify-content: space-between; padding: 5px;"><div>Entry Time <u>0:25</u></div><div>Total Time <u>2:28</u></div><div>Music Time <u>1:44</u></div></div> <div style="display: flex; justify-content: space-between; padding: 5px;"><div>Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)</div><div>Routine OT: _____ x (1.0) _____ x (2.0)</div></div>				
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				