

## SCHOOL / REC CHEER JUDGING SHEET

Team Name			
Division		Judge No.	
Crowd Leading - (10 Points)		Points	Score
Crowd Effective Material & Motion Technique		5	
Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Towels, and/or Flags	, Rally	5	
Skill Incorporations - (15 Points)		Points	Score
Execution, Proper Technique, Synchronization & Spacing		10	
Proper Use of Skills to Lead the Crowd		5	
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Category Impression (5 Points)		Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills		5	
Total	Possible	30	



## SCHOOL / REC BUILDING JUDGING SHEET

Team Name	_	
Division	Judge No.	
Partner Stunts - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	
Pyramids - (25 Points)	Points	Score
Execution, Proper Technique, Synchronization & Spacing	15	
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety , Use of Coed Skills (Coed Divisions Only)	10	
Total Possible	50	



## SCHOOL / REC OVERALL JUDGING SHEET

Team Name	_		
Division		Judge No.	
Standing / Running Group Tumbling - (10 Points)	Points	Score	
Execution, Proper Technique, Form & Synchronization	5		
Difficulty - Level of Skill & Number of Skills Performed	5		
Jumps - (5 Points)	Points	Score	
Execution, Proper Technique, Form, Height, & Synchronization	3		
Difficulty - Type of Jump(s), Connections / Combos or Variety	2		
Category Impression (5 Points)	Points	Score	
Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions	5		
Total Possible	20		