

Scholastic Varsity Coed Division - Routine

JUDGE NOTEAM NO TEAM NAME	
CHEER Judging Sheet/Section – 35 Points	
CROWD LEADING	15 POINTS
Note: Use of native language is encouraged	
Crowd Effective Material – Voice, Pace & Flow (5) Ability & Francy to Lond the Crowd (5)	
Ability & Energy to Lead the Crowd (5) Proper Use of Signs, Poms, or Megaphones & Motion Technique (5)	
SKILL INCORPORATIONS	15 POINTS
Proper Use of Skills to Lead the Crowd (5)	
Execution - Proper Technique, Synchronization & Spacing (10)	
CHEER OVERALL IMPRESSION	5 POINTS
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills	
BUILDING Judging Sheet/Section – 45 Points	
-PARTNER STUNTS-	
PERFECTION OF SKILL	15 POINTS
Proper Technique, Synchronization & Spacing	
DIFFICULTY	10 POINTS
Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used	
-PYRAMIDS-	
PERFECTION OF SKILL	10 POINTS
Proper Technique, Synchronization & Spacing	
DIFFICULTY	5 POINTS
Level of Skills, Number of Structures Performed, Number of Bases Used	
BUILDING OVERALL IMPRESSION	5 POINTS
Skill Creativity, Use of Formations/Transitions, Use of Coed Skills throughout routine	
OVERALL Judging Sheet/Section – 20 Poin	ts
STANDING/RUNNING GROUP TUMBLING	10 POINTS
Execution – Proper Technique, Form & Synchronization (5)	
Difficulty – Difficulty of Skills Performed in Groups (5)	C DOINTS
JUMPS/DANCE Performance- Proper Technique, Form, Height, Synch, Types of Jumps(s),	5 POINTS
Connections/Combinations or Variety (3)	
Motions/Dance- Technique, Sharpness, Placement, Timing, Spacing, Use of Levels,	
Overall Choreography/Visual Appeal (2)	- DOINITO
OVERALL IMPRESSION	5 POINTS
Routine creativity, Flow & Use of Formations/Transitions	
TOTAL POINTS	(100)