



Coed Scholastic / Rec Division - Routine

JUDGE NO. _____ TEAM NO. _____ TEAM NAME _____

CHEER Judging Sheet/Section – 30 Points

CROWD LEADING

10 POINTS _____

Note: Use of native language is encouraged

Crowd Effective Material – Voice, Pace & Flow (5)

Ability & Energy to Lead the Crowd & Proper Use of Signs, Poms, or Megaphones (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 – 50 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, Creativity, Transitions & Variety

-PYRAMIDS-

PERFECTION OF SKILL

15 POINTS _____

Proper technique, Synchronization & Spacing

DIFFICULTY

10 POINTS _____

Level of Skills, Number of Stunts Performed, Number of Bases Used,

Creativity, Transitions & Variety

OVERALL Judging Sheet/Section – 20 Points

STANDING/RUNNING GROUP TUMBLING

10 POINTS _____

Perfection of Skill – Proper Technique, Form & Synchronization (5)

Difficulty – Difficulty of Skills Performed in Groups (5)

JUMPS

5 POINTS _____

Perfection of Skill - Proper Technique, Form, Height, Synchronization (3)

Difficulty - Type of Jump(s), Connections/Combos or Variety (2)

OVERALL IMPRESSION

5 POINTS _____

Overall Choreography, Motions/Dance, Visual Appeal, Flow,

Formations & Transitions

TOTAL POINTS

(100) _____