

# CHEER LTD - A VARSITY BRAND

## NON TUMBLING JUDGING SHEET

### BUILDING - (MUSIC PORTION)



Team Name \_\_\_\_\_

Division \_\_\_\_\_

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

Partner Stunts - (25 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Synchronization &amp; Spacing</i>		15	
<i>Difficulty - Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions &amp; Variety</i>		10	
Pyramids - (15 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Synchronization &amp; Spacing</i>		10	
<i>Difficulty - Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions &amp; Creativity</i>		5	
Building Overall Impression - (5 Points)		Points	Score
<i>Transitions &amp; Creativity</i>		5	
<b>Total</b>		<b>Possible</b>	<b>45</b>

# CHEER LTD - A VARSITY BRAND

## NON TUMBLING JUDGING SHEET

### JUMPS/DANCE (MUSIC PORTION)



Team Name \_\_\_\_\_

Division \_\_\_\_\_

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

Jump(s) - (10 Points)		Points	Score
<i>Performance - Proper Technique, Form, Height &amp; Synchronization</i>		5	
<i>Type of Jump(s), Connections / Combos or Variety</i>		5	
Dance - (5 Points)		Points	Score
<i>Motions / Dance - Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography &amp; Visual Appeal</i>		5	
Overall - (5 Points)		Points	Score
<i>Routine Creativity, Flow &amp; Use of Formations / Transitions</i>		5	
<b>Total</b>		<b>Possible</b>	<b>20</b>

# CHEER LTD - A VARSITY BRAND

## NON TUMBLING JUDGING SHEET - CHEER



Team Name \_\_\_\_\_

Division \_\_\_\_\_

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

Crowd Leading - (15 Points)		Points	Score
<i>Crowd Effective Material - Voice, Pace &amp; Flow</i>		5	
<i>Ability &amp; Energy to Lead the Crowd</i>		5	
<i>Proper Use of Signs, Poms or Megaphones &amp; Motion Technique</i>		5	
Skill Incorporations - (15 Points)		Points	Score
<i>Proper Use of Skills to Lead the Crowd</i>		5	
<i>Execution - Proper Technique, Synchronization &amp; Spacing</i>		10	
Cheer Overall Impression - (5 Points)		Points	Score
<i>Flow, Overall Crowd Effectiveness &amp; Difficulty of Practical Skills</i>		5	
<b>Total</b>		<b>Possible</b>	<b>35</b>