

# CHEER LTD - A VARSITY BRAND TRADITIONAL JUDGING SHEET BUILDING - (MUSIC PORTION)



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

Division \_\_\_\_\_

Judge: \_\_\_\_\_

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

**CHEER LTD - A VARSITY BRAND  
TRADITIONAL JUDGING SHEET  
TUMBLING/JUMPS - (MUSIC PORTION)**



**Team Name**

**Division**

**Judge:** \_\_\_\_\_

<b>Standing/Running Group Tumbling - (10 points)</b>	<b>Points</b>	<b>Score</b>
<i>Execution - Proper Technique, Form &amp; Synchronization</i>	<b>5</b>	
<i>Difficulty - Difficulty of Skills Performed in Groups</i>	<b>5</b>	
<b>Jumps/Dance</b>	<b>Points</b>	<b>Score</b>
<i>Performance - Proper Technique, Form, Height, Synchronization, Type of Jump(s), Connections/Combos or Variety</i>	<b>3</b>	
<i>Motions/Dance - Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography &amp; Visual Appeal</i>	<b>2</b>	
<b>Overall Impression - (5 points)</b>	<b>Points</b>	<b>Score</b>
<i>Routine Creativity, Flow &amp; Use of Formations/Transitions</i>	<b>5</b>	
<b>Total</b>	<b>Possible</b>	<b>20</b>

# CHEER LTD - A VARSITY BRAND

## TRADITIONAL JUDGING SHEET - CHEER



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

Division \_\_\_\_\_

Judge: \_\_\_\_\_

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	
Overall - (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>	