

# CHEER LTD - A VARSITY BRAND

## COED 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>		<b>15</b>	
<i>Difficulty - Level of Skills, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used</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>	
Overall - (5 Points)		Points	Score
<i>Overall - Skill Creativity, Use of Formations / Transitions, Use of Coed Skills throughout routine</i>		<b>5</b>	
<b>Total</b>		<b>Possible</b>	<b>45</b>

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



**Team Name**

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**Division**

**Judge No.**

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<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>Difficutly - Difficulty of Skills Performed in Groups</i>		<b>5</b>	
<b>Jump(s) / Dance - (5 Points)</b>		<b>Points</b>	<b>Score</b>
<i>*Motions / Dance - Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography &amp; Visual Appeal</i>		<b>5</b>	
<i>*Jump(s) - Proper Technique, Form, Height &amp; Synchronization</i>			
<i>*Note: Male team members are expected to be actively involved and continually integrated into the competition routine, displaying all skill sets that include stunts, tumbling, motion techniques, and/or dance.</i>			
<b>Overall - (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

## COED JUDGING SHEET - CHEER



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

Division \_\_\_\_\_

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

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