

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

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



Team Name

Division

Judge: _____

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

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 & Flow</i>		5	
<i>Ability & Energy to Lead the Crowd</i>		5	
<i>Proper Use of Signs, Poms or Megaphones & 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 & Spacing</i>		10	
Overall - (5 Points)		Points	Score
<i>Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills</i>		5	
Total	Possible	35	