

Team Name _____



STUNT GROUP Score Sheet

_____ Judge

Category	Check list	comments	Max points	Score
Groups stunts	<ul style="list-style-type: none"> _ good execution _ good timing _ good variety _ good difficulty _ good base technique _ good flyer technique <ul style="list-style-type: none"> _ clean up/perfect execution _ clean up/perfect timing _ add variety to load in's and dismounts _ add difficulty to skills 		20	
		Execution	5	
Tosses	<ul style="list-style-type: none"> _ good height/technique _ good variety throughout routine _ good difficulty _ Good use of skills <ul style="list-style-type: none"> _ add height/technique _ add variety throughout routine _ add difficulty 		10	
		Execution	5	
transitions spacing creativity	<ul style="list-style-type: none"> _ good transitions _ good spacing _ Good choreography/creativity throughout <ul style="list-style-type: none"> _ work on/master transitions _ use the floor _ add creativity throughout routine 		5	
Overall impression and execution	<ul style="list-style-type: none"> _ Good energy _ good use of skills _ solid routine _ good music choice <ul style="list-style-type: none"> _ entertain your audience _ clean up/perfect stunt technique _ clean up/perfect Technique throughout _ rethink music choice 		5	
	<u>Stunt Group max time is 1:00 of music</u>	Total points	50	

Team Name _____

Deduction Sheet

All deductions/rulings are **FINAL**

Judge _____



Rule	Infraction/description	Points deducted per infraction not per judge	Points Deducted
Time limit overage H.S. Game day 3:00 H.S. music no more than 1:45 with total time allowed of 2:30 all- star MAX 2:30 Individual 1:30 stunt group time 1:00	High School Music Section _____ High School Total Time _____ GAMEDAY Total Time _____ Individual/stunt group _____ All Star total time _____	5/ per infraction	
Legality Infraction of NFHS/USASF rules Number of infractions 1 2 3 4 5	Description: 	5/ per infraction	
Out of bounds	Number of infractions 1 2 3 4 5 6 7 8 9 10	1/per infraction	
Inappropriate choreography/music, profane language spoken by athletes or otherwise while on the competition floor	Number of infractions 1 2 3 4 5 description:	5/per infraction	
Tumbling errors fall to the floor (hands/knees down)	Number of infractions 1 2 3 4 5 6 7 8 9 10	1 /per infraction	
Stunting errors - athlete/s hitting the floor -too much weight on other stunt groups	Number of infractions 1 2 3 4 5 6 7 8 9 10	2/ per infraction	
CHSAA RULES OR GAMEDAY INFRACTION Number of infractions 1 2 3 4 5	Not adhering to CHSAA rules Description:	2/ per infraction	
		Total Deductions	



Group Name _____

Individual/Duo Score Sheet

Judge _____

Category	Check list where applicable	comments	Max points	
Running tumbling	<ul style="list-style-type: none"> strong tumbling strong technique good difficulty <ul style="list-style-type: none"> weak tumbling weak technique add difficulty 		15	
Standing tumbling	<ul style="list-style-type: none"> strong tumbling strong technique good difficulty <ul style="list-style-type: none"> weak tumbling weak technique add difficulty 		10	
Jumps	<ul style="list-style-type: none"> good execution good timing good variety good difficulty <ul style="list-style-type: none"> work on execution work on timing add variety add difficulty 		5	
Dance Transitions Spacing Creativity	<ul style="list-style-type: none"> Good dance good transitions good spacing Good creativity <ul style="list-style-type: none"> work on dance work on transitions use the floor add creativity throughout 		10	
Overall impression and execution	<ul style="list-style-type: none"> Good energy good use of skills solid routine <ul style="list-style-type: none"> entertain your audience clean up skills clean up technique throughout 		10	
	<u>MAX TIME</u> <u>IS 1:30</u>	Total points	50	

Team Name _____

High School **COED**

Score Sheet

Judge _____

Music Section – Tumbling/jumps and overall



Tumbling and Jumps Execution _____ (5) Difficulty _____ (5) *tumbling only	10	<div><ul style="list-style-type: none">— strong tumbling— strong technique— good difficulty— good use of team skills— good use of floor <ul style="list-style-type: none">— weak tumbling— weak technique— add difficulty— add more team tumbling— use your mat space</div> <div><ul style="list-style-type: none">— good execution/technique— good execution/technique— good timing— good variety on jumps— good difficulty <ul style="list-style-type: none">— work on execution/technique— work on timing— add variety on jumps— add difficulty/connect jumps</div>
Overall Effect _____ (5)	5	

Tumbling/jumps and overall section total points _____/15

Team Name _____

High School **COED**

Score Sheet

Judge _____



Music Section - Stunts/Pyramids

<u>Stunts</u> Execution ____ (13) Difficulty ____ (7)	20	<div><ul style="list-style-type: none">— good execution/technique— good timing— good variety— good difficulty— good base technique— good flyer technique— good use of coed skills <ul style="list-style-type: none">— work/perfect execution— work/perfect timing— work flyer technique and flexibility— add variety to transitional skills— add multiple body positions— add difficulty— Add more coed/elite stunting</div>
Variety of coed stunt throughout routine ____ (5)		5
<u>Pyramids</u> Execution ____ (13) Difficulty ____ (7)	20	<div><ul style="list-style-type: none">— good execution/technique— good timing— good variety— good difficulty— good base technique— good flyer technique <ul style="list-style-type: none">— work/perfect execution— work/perfect timing— work flyer technique and flexibility— add variety to transitional skills— Add more elite skills to pyramid— add multiple structures— add difficulty</div>

Stunts/Pyramids Section Total Points ____ /45

Team Name _____

High School

CHEER PORTION FOR ALL GIRL AND COED



Score Sheet

Judge _____

<p><u>Cheer Section</u></p> <p>Crowd affective Material _____ (5)</p> <p>Motions/technique _____ (5)</p> <p>Voice, flow, pace _____ (5)</p>	<h1>15</h1>	<div style="border: 1px solid black; padding: 5px;"> <ul style="list-style-type: none"> — good timing — good flow — Good motion technique — Easy to follow <ul style="list-style-type: none"> — work on timing — flow seems rushed — work on motion technique — hard to follow for the crowd </div>
<p><u>INCORPORATIONS</u></p> <p>Use of skills to lead crowd _____ (10)</p> <p>Execution _____ (10)</p>	<h1>20</h1>	<div style="border: 1px solid black; padding: 5px;"> <p>Items used</p> <div style="display: flex; justify-content: space-between;"> — signs — poms </div> <div style="display: flex; justify-content: space-between;"> — Megaphones — flags </div> <ul style="list-style-type: none"> — good job leading your crowd — Dynamic use of props — good use of mat space — Good use of skills <ul style="list-style-type: none"> — Work on engaging your crowd — usage of props needs work — use your mat space — work on how to use skills to engage your crowd </div>
<p><u>CHEER OVERALL</u></p> <p>Overall Cheer Effect</p>	<h1>5</h1>	

CHEER Section Total Points _____ **/40**

Team Name _____

High School ALL GIRL CHEER

Score Sheet

Judge _____

Music Section – Stunts/Pyramids



<p><u>Group Stunts</u></p> <p>Execution ____ (13)</p> <p>Difficulty ____ (7)</p>	<p>20</p>	<ul style="list-style-type: none">— good execution/technique— good timing— good variety— good difficulty— good base technique— good flyer technique— good use of coed skills <ul style="list-style-type: none">— work/perfect execution— work/perfect timing— work flyer technique and flexibility— add variety to transitional skills— add multiple body positions— add difficulty— Add more coed/elite stunting	
<p><u>PYRAMIDS</u></p> <p>Execution ____ (13)</p> <p>Difficulty ____ (7)</p>	<p>20</p>	<ul style="list-style-type: none">— good execution/technique— good timing— good variety— good difficulty— good base technique— good flyer technique <ul style="list-style-type: none">— work/perfect execution— work/perfect timing— work flyer technique and flexibility— add variety to transitional skills— Add more elite skills to pyramid— add multiple structures— add difficulty	

Stunts/Pyramids Section Total Points _____ **/40**

Team Name _____

High School

ALL GIRL CHEER Score Sheet

Judge _____



Music Section – Tumbling/ Jumps and Overall

<p>Tumbling</p> <p>Execution ____ (5)</p> <p>Difficulty ____ (5)</p>	<p>10</p>	<ul style="list-style-type: none">— strong tumbling— strong technique— good difficulty— good use of team skills— good use of floor— weak tumbling— weak technique— add difficulty— add more team tumbling— use your mat space
<p>Jumps</p> <p>Execution ____ (3)</p> <p>Difficulty ____ (2)</p>	<p>5</p>	<ul style="list-style-type: none">— good execution/technique— good timing— good variety on jumps— good difficulty— work on execution/technique— work on timing— add variety to jumps— add difficulty/connect jumps
<p>Overall Effect/dance</p>	<p>5</p>	

Tumbling/ jumps and overall section total points _____/20



Team Name _____

Division and level _____

All Star/Rec Prep Cheers

Stunts and Pyramids Score Sheet

Judge _____

Category	Check list	Comments	Max points	Score
Basket Tosses <i>If applicable Level 1 and rec/prep cheer do not do baskets!</i>	<ul style="list-style-type: none"> - Good height/technique - Good difficulty/ level skills - Good use of skills - Add height/technique - Add variety throughout routine - Add baskets throughout routine 		10	
		Basket Execution	5	
Stunts	<ul style="list-style-type: none"> - good execution/technique - good timing - good variety - good difficulty - good base technique - good flyer technique - work/perfect execution - work/perfect timing - work flyer technique and flexibility - add variety to load in's and dismounts - add multiple body positions - add difficulty/level appropriate skills 		10	
		Stunt Execution	5	
Pyramids	<ul style="list-style-type: none"> - good execution - good timing - good variety - good difficulty - good base technique - good flyer technique - work on/master execution - work on/master timing - add variety to load in's and dismounts - add creativity/multiple Pyramid structures - add difficulty/ level appropriate skills 		10	
		Pyramids Execution	5	
Total Points				/45



Team Name _____

Division and level _____

All Star/Rec Prep Cheer

Judge _____

Tumbling Score Sheet

Category	Check list	Comments	Max points	Score
Running tumbling	<ul style="list-style-type: none"> strong tumbling strong technique good difficulty good use of skills good use of floor good use of tumbling throughout routine 		10	
	<ul style="list-style-type: none"> weak tumbling weak technique add difficulty add squad tumbling 	Execution	5	
Standing tumbling	<ul style="list-style-type: none"> strong tumbling strong technique good difficulty good use of skills good use of floor 		10	
	<ul style="list-style-type: none"> weak tumbling weak technique add difficulty add squad tumbling 	Execution	5	
		Total points	30	



Team Name _____

Division and level _____

All Star/Rec Prep Cheers

Judge _____

Jumps, Dance and Overall Score Sheet

Category	Check list	Comments	Max points	score
Jumps	<ul style="list-style-type: none"> - good execution/technique - good timing - good variety on jumps - good difficulty <ul style="list-style-type: none"> - work on execution/technique - work on timing - add variety on jumps - add difficulty/connect jumps 		5	
		Execution	5	
Dance transitions spacing creativity	<ul style="list-style-type: none"> - Good dance/levels - good transitions - good spacing - Good creativity <ul style="list-style-type: none"> - work on/perfect dance/levels - work/perfect transitions - use the floor - add creativity throughout Routine 		5	
Overall impression	<ul style="list-style-type: none"> - Good energy - good use of skills - solid routine - entertain your audience <ul style="list-style-type: none"> - clean up/perfect stunts and technique - clean up/perfect Technique throughout 		10	
		Total points	25	

Team Name _____

High School **GAMEDAY**

Score Sheet

Judge _____

GENERAL COMMENT JUDGE

No scores— this gets turned in to tally!!



