

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 	Execution	20	
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 	Execution	10	
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 		5	
	Stunt Group max time is 1:00 of music	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. music no more than 1:45—— with total time allowed of 2:30 H.S. Gameday 3:00 All-Star MAX 2:30 All Star Novice MAX 2:15 Individual 1:30 Stunt group time 1:00	Warning High School Music Section _____ High School Total Time _____ GAMEDAY Total Time _____ Individual/ Duo _____ Stunt group _____ All Star total time _____ All Star Novice _____	2 points	
Legality Infraction of NFHS/USASF rules	Description:	5/ per infraction	
Number of infractions 1 2 3 4 5			
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/base hitting the floor or falling out of a stunt - 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 INFRACTION or Spirit Bulletin 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 - Weak tumbling - Weak technique - Add difficulty 		15	
Standing tumbling	<ul style="list-style-type: none"> - Strong tumbling - Strong technique - Good difficulty - Weak tumbling - Weak technique - Add difficulty 		10	
Jumps	<ul style="list-style-type: none"> - Good execution - Good timing - Good variety - Good difficulty - 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 - 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 - Entertain your audience - Clean up skills - Clean up technique throughout 		10	
	MAX TIME IS 1:30	Total points	50	

Team Name _____

High School COED

Score Sheet

Judge _____

Music Section – Tumbling/jumps and overall



Tumbling and Jumps		<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
Execution _____ (5) Difficulty _____ (5) *tumbling only	10	<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
Overall Effect _____ (5)	5	

Tumbling/jumps and overall section total points _____ /15

Team Name _____

High School COED

Score Sheet

Judge _____



Music Section - Stunts/Pyramids

Stunts		
Execution _____ (13)		<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
Difficulty _____ (7)	20	<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
Variety of coed stunt throughout routine _____ (5)	5	
Pyramids		
Execution _____ (13)		<ul style="list-style-type: none">— Good execution/technique— Good timing— Good variety— Good difficulty— Good base technique— Good flyer technique
Difficulty _____ (7)	20	<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 _____ /45

Team Name _____

High School
CHEER PORTION FOR ALL GIRL AND COED

Score Sheet

Judge _____



Cheer Section			
Crowd affective Material	_____ (5)		<ul style="list-style-type: none"><input type="checkbox"/> Good timing<input type="checkbox"/> Good flow<input type="checkbox"/> Good motion technique<input type="checkbox"/> Easy to follow <ul style="list-style-type: none"><input type="checkbox"/> Work on timing<input type="checkbox"/> Flow seems rushed<input type="checkbox"/> Work on motion technique<input type="checkbox"/> Hard to follow for the crowd
Motions/technique	_____ (5)		
Voice, flow, pace	_____ (5)		
INCORPORATIONS		15	
Use of skills to lead crowd	_____ (10)		Items used <ul style="list-style-type: none"><input type="checkbox"/> Signs<input type="checkbox"/> Poms<input type="checkbox"/> Megaphones<input type="checkbox"/> Flags <ul style="list-style-type: none"><input type="checkbox"/> Good job leading your crowd<input type="checkbox"/> Dynamic use of props<input type="checkbox"/> Good use of mat space<input type="checkbox"/> Good use of skills <ul style="list-style-type: none"><input type="checkbox"/> Work on engaging your crowd<input type="checkbox"/> Usage of props needs work<input type="checkbox"/> Use your mat space<input type="checkbox"/> Work on how to use skills to engage your crowd
Execution	_____ (10)		
CHEER OVERALL Overall Cheer Effect		20	
CHEER Section Total Points		_____	/40

Team Name _____

High School ALL GIRL CHEER

Score Sheet

Judge _____

Music Section – Stunts/Pyramids



Group Stunts		<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
PYRAMIDS		<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



Tumbling		10	<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
Jumps		5	<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
Overall Effect/dance		5	

Tumbling/ Jumps and Overall section total points

_____ /20



Team Name _____

Division and Level _____

All Star and Rec/Prep Cheer

Stunts and Pyramids Score Sheet

Judge _____

Category	Check list	Comments	Max Points	Score
Basket Tosses <small>If applicable Level 1 and rec/prep cheer do not do baskets!</small>	<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 	Basket Execution	10	
Stunts	<ul style="list-style-type: none"> - Good execution - 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 	Stunt Execution	10	
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 	Pyramids Execution	10	
Total Points				/45



Team Name _____

Division and Level _____

All Star and 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 <ul style="list-style-type: none">- Weak tumbling- Weak technique- Add difficulty- Add squad tumbling		10	
		Execution	5	
Standing Tumbling	<ul style="list-style-type: none">- Strong tumbling- Strong technique- Good difficulty- Good use of skills- Good use of floor <ul style="list-style-type: none">- Weak tumbling- Weak technique- Add difficulty- Add squad tumbling		10	
		Execution	5	
		Total points	30	



Team Name _____

Division and Level _____

All Star and Rec/Prep Cheer

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 - 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 - 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 - Clean up/perfect stunts and technique - clean up/perfect Technique throughout 		10	
		Total points	25	

Team Name _____

Division and Level _____

All Star NOVICE Cheer

Judge _____

Score Sheet



Category	Check list	Comments	Max points	Score
Stunts Stunts Judge	<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 		10	
Jumps Tumbling Judge	<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 		5	
Dance Transitions Spacing Creativity Dance Judge	<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 in numerous areas - Add creativity throughout Routine 		10	
Overall Impression All Judges category	<ul style="list-style-type: none"> - Good energy - Good use of skills - Solid routine - Entertaining for your audience 		5	
		Total points by combined categories	30	

Blast Rating System once combined

Outstanding 14.9 or below

Excellent 15.0- 22.9

Superior- 23.0 or higher



Team Name _____

Division and Level _____

All Star TINY NOVICE Cheer

Judge _____

Score Sheet

Category	Check list	Comments	Max points	Score
Jumps Tumbling Judge	<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 on jumps 		5	
		Skill Rating Superior 4.0-5.0 Excellent 3.0-3.9 Outstanding 2.0-2.9		
Dance Transitions Spacing Dance Judge	<ul style="list-style-type: none"> - Good dance/levels - Good transitions - Good spacing - Good use of floor - Work on/perfect dance/levels - Work/perfect transitions - Use the floor in numerous areas 		5	
		Skill Rating Superior 4.0-5.0 Excellent 3.0-3.9 Outstanding 2.0-2.9		
Routine Creativity Showmanship Stunts Judge	<ul style="list-style-type: none"> - Good use of skills - Solid routine - Good creativity - Entertaining for your audience - Work on connecting with your audience - Add creativity throughout Routine 		5	
		Skill Rating Superior 4.0-5.0 Excellent 3.0-3.9 Outstanding 2.0-2.9		
		Total points by combined categories	15	

Blast Rating System once combined FOR TINY NOVICE

Outstanding- 10.8 or Below

Excellent- 10.9- 12.9

Superior- 13.0 or Higher

Team Name _____

High School **GAMEDAY**

Score Sheet _____ Judge _____

GAMEDAY/CROWD LEADING JUDGING FORM



SITUATIONAL SIDELINE Game Day Situation Proper use of material and stunt relevant to game day environment. Proper response to game day situational cue _____ (5) Crowd Effectiveness Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response _____ (5) Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags _____ (5) Execution of Skills Relevant to Game Day Environment Clean/crowd effective skills Technique, stability, synchronization and spacing _____ (5)	20
CROWD LEADING CHEERS Game Day Material Proper use of material and stunts relevant to game day environment _____ (5) Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response _____ (5) Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags _____ (5) Execution of Stunts Relevant to Game Day Environment Clean/crowd effective stunts Technique, stability, synchronization and spacing _____ (5)	20
OVERALL IMPRESSION Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)	10

Gameday Crowd Leading Total Points _____ /50

Team Name _____

High School **GAMEDAY**

Score Sheet _____
FIGHT SONG/ & BAND CHANT JUDGING FORM



BAND CHANT			
Game Day Visual Appeal Level changes, ripples, creative movements within group and levels	_____ (5)		
Crowd Effectiveness Voice, pace, flow Ability to elicit crowd response	_____ (5)		
Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	_____ (5)		
Execution Technique, stability, synchronization and maximum crowd coverage	_____ (5)	20	
FIGHT SONG			
Game Day Visual Appeal Level changes, ripples, creative movements within group and levels	_____ (5)		
Effectiveness of Incorporation Stunts relevant to Game Day environment Clean/crowd effective stunts	_____ (5)		
Motion Technique/Crowd Leading Tools Motion placement, sharpness, synchronization and musicality Proper use of signs, poms, megaphones and/or flags	_____ (5)		
Execution of Stunts Relevant to Game Day Environment Technique, stability, synchronization and spacing	_____ (5)	20	
OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Present a positive image of genuine school spirit and energy Transitions between game day components (Minimal & Clean)	_____ (5)	10	

BAND CHANT/ FIGHT SONG Total Points _____ /50

Team Name _____

High School **GAMEDAY**

Score Sheet

Judge _____

GENERAL COMMENT JUDGE

No scores— this gets turned in to tally!!



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