

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 		20	
	<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	5	
Tosses	<ul style="list-style-type: none"> - Good height/technique - Good variety throughout routine - Good difficulty - Good use of skills 		10	
	<ul style="list-style-type: none"> - Add height/technique - Add variety throughout routine - Add difficulty 	Execution	5	
Transitions Spacing Creativity	<ul style="list-style-type: none"> - Good transitions - Good spacing - Good choreography/creativity throughout - 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 - Entertain your audience - Clean up/perfect stunt technique - Clean up/perfect Technique throughout 		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. 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	<div style="text-align: right;">Warning</div> <div> High School Music Section _____ High School Total Time _____ GAMEDAY Total Time _____ Individual/ Duo _____ Stunt group _____ All Star total time _____ All Star Novice _____ </div>	2 points	
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/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	
	<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



<p>Tumbling and Jumps</p> <p>Execution _____ (5)</p> <p>Difficulty _____ (5) *tumbling only</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>Overall Effect</p> <p>_____ (5)</p>	<p>5</p>	

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>	<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 <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 	
<p><u>INCORPORATIONS</u></p> <p>Use of skills to lead crowd _____ (10)</p> <p>Execution _____ (10)</p>	<h1>20</h1>	<p>Items used</p> <p><input type="checkbox"/> Signs <input type="checkbox"/> Poms</p> <p><input type="checkbox"/> Megaphones <input type="checkbox"/> Flags</p> <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 <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 	
<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 style="text-align: center; font-size: 2em;">10</p>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <ul style="list-style-type: none"> — Strong tumbling — Strong technique — Good difficulty — Good use of team skills — Good use of floor </div> <div style="border: 1px solid black; padding: 5px;"> <ul style="list-style-type: none"> — Weak tumbling — Weak technique — Add difficulty — Add more team tumbling — Use your mat space </div>
<p>Jumps</p> <p>Execution ____ (3)</p> <p>Difficulty ____ (2)</p>	<p style="text-align: center; font-size: 2em;">5</p>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <ul style="list-style-type: none"> — Good execution/technique — Good timing — Good variety on jumps — Good difficulty </div> <div style="border: 1px solid black; padding: 5px;"> <ul style="list-style-type: none"> — Work on execution/technique — Work on timing — Add variety to jumps — Add difficulty/connect jumps </div>
<p>Overall Effect/dance</p>	<p style="text-align: center; font-size: 2em;">5</p>	

Tumbling/ Jumps and Overall section total points _____ **/20**

Category	Check list	Comments	Max Points	Score
<div><div>Basket Tosses</div><div>If applicable Level 1 and rec/prep cheer do not do baskets!</div></div>	<div><div><div>– Good height/technique</div><div>– Good difficulty/ level skills</div><div>– Good use of skills</div></div><div><div>– Add height/technique</div><div>– Add variety throughout routine</div><div>– Add baskets throughout routine</div></div></div>	<div><div></div><div>Basket Execution</div></div>	<div><div>10</div><div>5</div></div>	
<div><div>Stunts</div></div>	<div><div><div>– Good execution</div><div>– Good timing</div><div>– Good variety</div><div>– Good difficulty</div><div>– Good base technique</div><div>– Good flyer technique</div></div><div><div>– Work/perfect execution</div><div>– Work/perfect timing</div><div>– Work flyer technique and flexibility</div><div>– Add variety to load in's and dismounts</div><div>– Add multiple body positions</div><div>– Add difficulty/level appropriate skills</div></div></div>	<div><div></div><div>Stunt Execution</div></div>	<div><div>10</div><div>5</div></div>	
<div><div>Pyramids</div></div>	<div><div><div>– Good execution</div><div>– Good timing</div><div>– Good variety</div><div>– Good difficulty</div><div>– Good base technique</div><div>– Good flyer technique</div></div><div><div>– Work on/master execution</div><div>– Work on/master timing</div><div>– Add variety to load in's and dismounts</div><div>– Add creativity/multiple Pyramid structures</div><div>– Add difficulty/ level appropriate skills</div></div></div>	<div><div></div><div>Pyramids Execution</div></div>	<div><div>10</div><div>5</div></div>	
Total Points				/45



Team Name _____

Division and Level _____

All Star and Rec / Prep Cheers

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 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	

Division and Level _____



Score Sheet

Blast Rating System once combined		
Outstanding 14.9 or below	Excellent 15.0- 22.9	Superior- 23.0 or higher

Superior- 13.0 or Higher

Team Name _____

High School **GAMEDAY**

Score Sheet

Judge _____



GAMEDAY/CROWD LEADING JUDGING FORM

<p><u>SITUATIONAL SIDELINE</u></p> <p>Game Day Situation Proper use of material and stunt relevant to game day environment. Proper response to game day situational cue _____ (5)</p> <p>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage. Ability to elicit crowd response _____ (5)</p> <p>Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags _____ (5)</p> <p>Execution of Skills Relevant to Game Day Environment Clean/crowd effective skills Technique, stability, synchronization and spacing _____ (5)</p>	<p>20</p>	
<p><u>CROWD LEADING CHEERS</u></p> <p>Game Day Material Proper use of material and stunts relevant to game day environment _____ (5)</p> <p>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response _____ (5)</p> <p>Motion Technique/Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags _____ (5)</p> <p>Execution of Stunts Relevant to Game Day Environment Clean/crowd effective stunts Technique, stability, synchronization and spacing _____ (5)</p>	<p>20</p>	
<p><u>OVERALL IMPRESSION</u></p> <p>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)</p>	<p>10</p>	

Gameday Crowd Leading Total Points _____ **/50**

Team Name _____

High School **GAMEDAY**

Score Sheet

Judge _____

FIGHT SONG/ & BAND CHANT JUDGING FORM



<u>BAND CHANT</u> 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	
<u>FIGHT SONG</u> 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	
<u>OVERALL IMPRESSION</u> 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	

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!!

