

NON-TUMBLING COED

SCHOOL / REC CHEER JUDGING SHEET



TEAM NAME _____

DIVISION _____

JUDGE NO. _____

CROWD LEADING (10 Points)	POINTS	SCORE
<i>Crowd Effective Material & Motion Technique</i>	5	
<i>Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, & Flags</i>	5	
SKILL INCORPORATIONS (15 Points)	POINTS	SCORE
<i>Execution, Proper Technique, Synchronization & Spacing</i>	10	
<i>Proper Use of Skills to Lead the Crowd</i>	5	
CATEGORY IMPRESSION (5 Points)	POINTS	SCORE
<i>Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills</i>	5	
TOTAL POSSIBLE	30	

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BUILDING JUDGING SHEET



TEAM NAME _____

DIVISION _____

JUDGE NO. _____

PARTNER STUNTS (25 Points)	POINTS	SCORE
<i>Execution, Proper Technique, Synchronization & Spacing</i>	15	
<i>Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety</i>	10	
PYRAMIDS (25 Points)	POINTS	SCORE
<i>Execution, Proper Technique, Synchronization & Spacing</i>	15	
<i>Difficulty - Level of Skill, Use of Coed Skills, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety</i>	10	
TOTAL POSSIBLE	50	

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OVERALL JUDGING SHEET



TEAM NAME _____

DIVISION _____

JUDGE NO. _____

JUMPS (10 Points)	POINTS	SCORE
<i>Execution, Proper Technique, Form, Height & Synchronization</i>	5	
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>	5	
MOTIONS / DANCE (5 Points)	POINTS	SCORE
<i>Motions / Dance - Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal</i>	5	
CATEGORY IMPRESSION (5 Points)	POINTS	SCORE
<i>Overall Choreography, Creativity, Flow & Formations / Transitions</i>	5	
TOTAL POSSIBLE	20	