## **NON BUILDING**

### **SCHOOL / REC CHEER JUDGING SHEET**



### **TEAM NAME**

DIVISION JUDGE NO.

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

# **NON BUILDING**

## **TUMBLING JUDGING SHEET**



#### **TEAM NAME**

DIVISION	JUDGE NO.	

STANDING TUMBLING (15 Points)	POINTS	SCORE
Execution, Proper Technique, Synchronization & Spacing	10	
Difficulty - Difficulty of Skills Performed in Groups, Number of Group Passes & Variety of Passes	5	
RUNNING TUMBLING (15 Points)	POINTS	SCORE
Execution, Proper Technique, Synchronization & Spacing	10	
Difficulty - Difficulty of Skills Performed in Groups, Number of Group Passes & Variety of Passes	5	
CATEGORY IMPRESSION (5 Points)	POINTS	SCORE
Routine Creativity, Flow & Use of Formations / Transitions	5	
TOTAL POSSIBLE	35	

## **NON BUILDING**

### **OVERALL JUDGING SHEET**



#### **TEAM NAME**

DIVISION JUDGE NO.

JUMPS (15 Points)	POINTS	SCORE
Execution, Proper Technique, Synchronization & Spacing	10	
Difficulty - Type of Jump(s), Connections / Combos or Variety	5	
DANCE (10 Points)	POINTS	SCORE
Dance - Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal	10	
MOTIONS (5 Points)	POINTS	SCORE
Motions - Technique, Sharpness & Placement	5	
CATEGORY IMPRESSION (5 Points)	POINTS	SCORE
Overall Choreography, Creativity, Flow & Use of Formations / Transitions	5	
TOTAL POSSIBLE	35	