

CHEER LTD - A VARSITY BRAND

NON TUMBLING JUDGING SHEET

BUILDING - (MUSIC PORTION)



Team Name _____

Division _____

Judge No. _____

Partner Stunts - (25 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Synchronization & Spacing</i>		15	
<i>Difficulty - Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions & Variety</i>		10	
Pyramids - (15 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Synchronization & Spacing</i>		10	
<i>Difficulty - Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions & Creativity</i>		5	
Building Overall Impression - (5 Points)		Points	Score
<i>Transitions & Creativity</i>		5	
Total		Possible	45

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NON TUMBLING JUDGING SHEET - CHEER



Team Name _____

Division _____

Judge No. _____

Crowd Leading - (15 Points)		Points	Score
<i>Crowd Effective Material - Voice, Pace & Flow</i>		5	
<i>Ability & Energy to Lead the Crowd</i>		5	
<i>Proper Use of Signs, Poms or Megaphones & Motion Technique</i>		5	
Skill Incorporations - (15 Points)		Points	Score
<i>Proper Use of Skills to Lead the Crowd</i>		5	
<i>Execution - Proper Technique, Synchronization & Spacing</i>		10	
Cheer Overall Impression - (5 Points)		Points	Score
<i>Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills</i>		5	
Total		Possible	35

**CHEER LTD - A VARSITY BRAND
NON TUMBLING JUDGING SHEET
JUMPS/DANCE (MUSIC PORTION)**



Team Name

Division

Judge No.

Jump(s) - (10 Points)		Points	Score
<i>Performance - Proper Technique, Form, Height & Synchronization</i>		5	
<i>Type of Jump(s), Connections / Combos or Variety</i>		5	
Dance - (5 Points)		Points	Score
<i>Motions / Dance - Technique, Sharpness, Placement, Timing, Spacing, Use of Levels, Overall Choreography & Visual Appeal</i>		5	
Overall - (5 Points)		Points	Score
<i>Routine Creativity, Flow & Use of Formations / Transitions</i>		5	
Total	Possible	20	