

TEAM NAME: _____ Judge# _____

Stunts	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Group/Partner Stunts	5	5	Execution/Form Good Variety Transitions	Execution/Form More Variety Rough Transitions	
Pyramids & (Basket Tosses-HS only)	5	5	Execution/Form Good Variety Transitions	Execution/Form More Variety Rough Transitions	
Tumbling	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Standing	5	5	Execution/Form Use of Tumbling Good Variety	Legs Apart Bent Knees More Variety	
Running	5	5	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Skills TOTAL	20	20			

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Crowd Leading	15	Energy Poms/Signs Crowd Effective Material Voices	More Energy Add Poms/Signs More crowd effective material Louder Voices	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	10	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	10	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	5	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	5	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	5	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Cheer & Overall TOTAL	60			

Additional Comments:

Skills TOTAL + Cheer & Overall TOTAL _____/100

TEAM NAME: _____ Judge# _____

Tumbling	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Standing	5	10	Execution/Form Use of Tumbling Good Variety	Legs Apart Bent Knees More Variety	
Running	5	10	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Tumbling TOTAL	10	20			

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Crowd Leading	20	Energy Poms/Signs Crowd Effective Material (Easy to Follow, encourages crowd) Voices	More Energy Add Poms/Signs More crowd effective material Louder Voices	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	10	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	10	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	5	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	5	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Cheer & Overall TOTAL	70			

Additional Comments:

Tumbling TOTAL + Cheer & Overall TOTAL _____/100

TEAM NAME: _____ Judge# _____

Stunts	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Group/Partner Stunts	/10	/10	Execution/Form Good Variety Transitions	Execution/Form More Variety Rough Transitions	
Pyramids & (Basket Tosses-HS only)	/10	/10	Execution/Form Good Variety Transitions	Execution/Form More Variety Rough Transitions	
Stunts TOTAL	20	20			

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	/10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Crowd Leading	/15	Energy Poms/Signs Crowd Effective Material Voices	More Energy Add Poms/Signs More crowd effective material Louder Voices	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	/10	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	/10	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	/5	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	/5	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	/5	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Cheer & Overall TOTAL	60			

Additional Comments:

Skills TOTAL + Cheer & Overall TOTAL _____/100

TEAM NAME: _____ Judge# _____

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	15	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Crowd Leading	20	Energy Poms/Signs Crowd Effective Material (Easy to Follow, encourages crowd) Voices	More Energy Add Poms/Signs More crowd effective material Louder Voices	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	15	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	20	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
TOTAL	100			

Additional Comments:

Tumbling TOTAL + Cheer & Overall TOTAL _____/100

TEAM NAME: _____ Judge# _____

Crowd Involvement	Score	Strong Areas	Needs Improvement	Comments
Crowd Effective Material	10	Easy to Follow Encourages Crowd	Too Difficult Crowd Can't Follow	
Spacing & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Voices	10	Loud & natural Good Inflection Good Pace	Louder Needs Energy Too Fast	
Crowd Leading Skills	15	Skills add to crowd involvement	Not enough skills Skills are overused	
Use of Signs/Poms/Flags/Megaphones	10	Help to lead the crowd Clean Use	Need to add props Overuse of props	
Motions	Score	Strong Areas	Needs Improvement	Comments
Placement	15	Sharpness Correct Placement & control	Sharpness Improper placement	
Synchronization	10	Synchronization & Rhythm	Synchronization & Rhythm Off	
Overall	Score	Strong Areas	Needs Improvement	Comments
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Good Smiles Good Energy	More Smiles More Energy	
TOTAL	100			

Additional Comments:

Tumbling TOTAL + Cheer & Overall TOTAL _____/100

TEAM NAME: _____ Judge # _____

Material	Score	Strong Areas	Needs Improvement	Comments
Material	10	<i>Crowd oriented movement Originality Use of Abilities with music</i>	<i>Not crowd effective Originality Use of Abilities</i>	
Spacing & Formations	10	<i>Nice Spacing Formations Good Variety</i>	<i>Spacing Off Formations Need more Variety</i>	
Visual Effect	10	<i>Good Use of Floor Clean Transitions Ripples/level changes</i>	<i>Rough Transitions Use More of the Floor Add ripples/level changes</i>	
Motions	Score	Strong Areas	Needs Improvement	Comments
Motion Synchronization	20	<i>Uniformity throughout</i>	<i>Timing/Rhythm Off Synchronization Off</i>	
Motion Execution	20	<i>Sharpness Good Placement Control of motions</i>	<i>Need to Sharpen Work on Placement</i>	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Showmanship & Crowd Appeal	20	<i>Good Smiles Good Energy Confident</i>	<i>More Smiles Keep up Energy Not Confident</i>	
Overall Effect	10	<i>Clean Routine Difficulty/Use of Abilities Good Energy</i>	<i>Not Precise Mistakes Clean Up Routine</i>	

Additional Comments:

TOTAL _____/100

TEAM NAME: _____ Judge # _____

Stunts	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Group/Partner Stunts	5	10	Execution/Form Good Variety Originality Transitions	Execution/Form More Variety More Originality Rough Transitions	
Pyramids	5	10	Execution/Form Good Variety Originality Transitions	Execution/Form More Variety More Originality Rough Transitions	
Tumbling	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Standing	5	5	Execution/Form Use of Tumbling Good Variety	Legs Apart Bent Knees More Variety	
Running	5	5	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Dance & Jumps	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Jumps	5	5	Good Variety Good Height Clean Landings Good Form	Need Variety Bent Legs Landings Form	
Dance & Motions	5	5	Sharpness Energy Facials Synchronization	Sharpness Timing/Rhythm Off Facials Synchronization Off	
Skills TOTAL	30	40			

Overall Routine	Score/Pts. Possible	Strong Areas	Needs Improvement	Comments
Showmanship & Crowd Appeal	10	Good Smiles Good Energy/Spirit Strong Voices Confident	More Smiles Keep up Energy /Spirit Louder Voices Not Confident	
Transitions & Formations	5	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	5	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Precise Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Overall TOTAL	30			

Skills TOTAL (Difficulty & Execution) + Overall TOTAL _____/100

TEAM NAME: _____ Judge # _____

Stunts	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Group/Partner Stunts	5	10	Execution/Form Good Variety Originality Transitions	Execution/Form More Variety More Originality Rough Transitions	
Pyramids	5	10	Execution/Form Good Variety Originality Transitions	Execution/Form More Variety More Originality Rough Transitions	
Basket Tosses (Levels 2-6)	5	5	Execution/Form More Variety More Originality Rough Transitions	Execution/Form More Variety More Originality Rough Transitions	
Tumbling	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Standing	5	5	Execution/Form Use of Tumbling Good Variety	Legs Apart Bent Knees More Variety	
Running	5	5	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Dance & Jumps	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Jumps	5	5	Good Variety Good Height Clean Landings Good Form	Need Variety Bent Legs Landings Form	
Dance & Motions	5	5	Sharpness Energy Facials Synchronization	Sharpness Timing/Rhythm Off Facials Synchronization Off	
Skills TOTAL	35	45			

Overall Routine	Points	Strong Areas	Needs Improvement	Comments
Showmanship & Crowd Appeal	5	Good Smiles Good Energy/Spirit Strong Voices Confident	More Smiles Keep up Energy /Spirit Louder Voices Not Confident	
Transitions & Formations	5	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	5	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	5	Precise Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Overall TOTAL	20			

Skills TOTAL (Difficulty & Execution) + Overall TOTAL _____/100

TEAM NAME: _____ Judge# _____

Skills	Score	Strong Areas	Needs Improvement	Comments
Tricks/ Specialties	15	Execution/Form Originality Synchronization Difficulty	Work on Execution/Form Originality Improve Synchronization	
Motion Synchronization & Execution	20	Sharpness Good Placement Synchronization	Need to Sharpen Timing/Rhythm Off Work on Placement Synchronization Off	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Spacing & Formations	15	Nice Spacing Formations Level Changes Variety	Spacing Off Formations Need more Variety	
Transitions & Use of Floor	15	Good Use of Floor Clean Transitions	Rough Transitions Use More of the Floor	
Use of Music	5	Music Adds to Overall Routine Music is Age Appropriate Originality	Music does not flow with routine Music is not age appropriate Does not add to routine	
Showmanship & Crowd Appeal	10	Good Smiles Good Energy Confident	More Smiles Keep up Energy Not Confident	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	

Additional Comments:

TOTAL _____/100

NAME: _____ Judge # _____

Tumbling	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Standing	5	10	Execution/Form Use of Tumbling Good Variety	Legs Apart Bent Knees More Variety	
Running	5	10	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Tumbling TOTAL	10	20			

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Voice	10	Good Voice Good Tempo	More Volume Watch Temp Seems Winded	
Crowd Leading/ Crowd Appeal	15	Energy Crowd Effective Material (Easy to Follow, encourages crowd)	More Energy More crowd effective material	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	10	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	10	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	5	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	5	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	5	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Cheer & Overall TOTAL	70			

Additional Comments:

Tumbling TOTAL + Cheer & Overall TOTAL _____/100

NAME: _____ Judge # _____

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Voice	15	Good Voice Good Tempo	More Volume Watch Temp Seems Winded	
Crowd Leading/ Crowd Appeal	15	Energy Crowd Effective Material (Easy to Follow, encourages crowd)	More Energy More crowd effective material	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	15	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	15	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	

Additional Comments:

TOTAL _____/100

NAME: _____ Judge # _____

Tumbling	Difficulty	Execution	Strong Areas	Needs Improvement	Comments
Standing	10	10	Execution/Form Use of Tumbling Good Variety	Legs Apart Bent Knees More Variety	
Running	10	10	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Tumbling TOTAL	20	20			

Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance & Motions	15	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	15	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect & Crowd Appeal	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Dance/Jumps/Overall TOTAL	60			

Additional Comments:

Tumbling TOTAL + Dance/Jumps/Overall TOTAL _____/100

NAMES: _____ Judge# _____

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Voice	10	Good Voice Good Tempo	More Volume Watch Temp Seems Winded	
Crowd Leading/ Crowd Appeal	10	Energy Crowd Effective Material (Easy to Follow, encourages crowd)	More Energy More crowd effective material	
Tumbling, Jumps & Dance	Score	Strong Areas	Needs Improvement	Comments
Tumbling	15	Execution/Form Use of Tumbling Good Variety	Execution/Form Use of Tumbling More Variety	
Jumps	15	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Dance	10	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	

Additional Comments:

TOTAL _____/100

NAMES: _____ Judge# _____

Cheer Section	Score	Strong Areas	Needs Improvement	Comments
Motions	10	Sharpness Smiles Synchronization	Sharpen up More Smiles Synchronization Off	
Voice	10	Good Voice Good Tempo	More Volume Watch Temp Seems Winded	
Crowd Leading/ Crowd Appeal	15	Energy Crowd Effective Material (Easy to Follow, encourages crowd)	More Energy More crowd effective material	
Dance & Jumps	Score	Strong Areas	Needs Improvement	Comments
Dance	15	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	15	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	15	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	

Additional Comments:

TOTAL _____/100

NAMES: _____

Judge # _____

Skills	Score	Strong Areas	Needs Improvement	Comments
Dance & Motions	20	Sharpness Energy/Smiles Synchronization & Rhythm	Sharpness Energy/Smiles Synchronization & Rhythm Off	
Jumps	15	Good Variety Good Height Form Clean Landings	Need Variety Bent Legs Fix Landings/Form	
Tumbling	15	Difficulty Synchronization Variety Execution/Form	Difficulty Execution/Form Synchronization off More variety	
Skills TOTAL	50			

Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions & Formations	10	Clean Transitions Nice Spacing Formations Good Use of Floor	Rough Transitions Spacing Off Formations Use More of the Floor	
Creativity & Choreography	10	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect & Crowd Appeal	20	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
Overall Routine TOTAL	50			

Additional Comments:**TOTAL _____/100**

NAMES: _____

Judge# _____

Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Difficulty	20	Advanced/Elite Stunts Variety of advanced stunts	Basic to Intermediate Stunts Add more difficulty	
Execution & Technique	20	Good Strong Technique Hitting each individual skill Stability	Lose skills Stunts not stable	
Transitions	20	Good Variety Originality Clean Transitions Good Flow	More Variety Originality Rough Transitions Needs better Flow	
Crowd Appeal	10	Good Smile Good Energy/Spirit Confident	More Smile Keep up Energy /Spirit Not Confident	
Choreography & Flow of Routine	15	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	15	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	
TOTAL	100			

Additional Comments:

TOTAL _____/100

NAME: _____ Judge # _____

Skills	Score	Strong Areas	Needs Improvement	Comments
Tricks/ Specialties	15	Execution/Form Originality Difficulty	Work on Execution/Form Originality	
Motion Execution	15	Sharpness Good Placement	Need to Sharpen Timing/Rhythm Off Work on Placement	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Transitions/ Use of Floor	15	Good Use of Floor Clean Transitions	Rough Transitions Use More of the Floor	
Use of Music	5	Music Adds to Overall Routine Music is Age Appropriate Originality	Music does not flow with routine Music is not age appropriate Does not add to routine	
Showmanship & Crowd Appeal	10	Good Smiles Good Energy Confident	More Smiles Keep up Energy Not Confident	
Creativity & Choreography	20	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	15	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	

Additional Comments:

TOTAL _____/100

NAMES: _____ Judge# _____

Skills	Score	Strong Areas	Needs Improvement	Comments
Tricks/ Specialties	15	Execution/Form Originality Synchronization Difficulty	Work on Execution/Form Originality Improve Synchronization	
Motion Execution	15	Sharpness Good Placement Synchronization	Need to Sharpen Timing/Rhythm Off Work on Placement Synchronization Off	
Overall Routine	Score	Strong Areas	Needs Improvement	Comments
Spacing/ Formations	15	Nice Spacing Formations Level Changes Variety	Spacing Off Formations Need more Variety	
Transitions/ Use of Floor	15	Good Use of Floor Clean Transitions	Rough Transitions Use More of the Floor	
Use of Music	5	Music Adds to Overall Routine Music is Age Appropriate Originality	Music does not flow with routine Music is not age appropriate Does not add to routine	
Showmanship & Crowd Appeal	10	Good Smiles Good Energy Confident	More Smiles Keep up Energy Not Confident	
Creativity & Choreography	15	Originality Use of Abilities Good Variety	Originality Use of Abilities More Variety	
Overall Effect	10	Clean Routine Difficulty/Use of Abilities Good Energy	Not Precise Mistakes Clean Up Routine	

Additional Comments:

TOTAL _____/100

TEAM NAME: _____

DEDUCTIONS		(-) POINTS	COMMENTS
<u>General Safety</u> Gum OOOOO Jewelry OOOOO	 X(-1) X(-1)		
<u>Stunts/Pyramids</u> Illegal tosses OOOOO More than 2 high Stunt /pyramid OOOOO	 X(-10) X(-10)		
<u>Tumbling (does not include</u> <u>Non-tumbling division)</u> Tumbling off mat OOOOO Tumbling over signs/ people* OOOOO	 X(-5) X(-5)		
<u>Sportsmanship</u> Event Disruption OOO Violent/Hostile Behavior OOO	 X(-10) X(-10)		

*Exception – rolling with signs will be permitted

TIME*

OVERALL TIME MIN 2:00/MAX 3:00 _____

*No deductions for time, but please be aware for future competitions.

TOTAL DEDUCTIONS _____

TEAM NAME: _____

DEDUCTIONS		(-) POINTS	COMMENTS
<u>General Safety</u> Gum OOOOO Jewelry OOOOO	X(-1) X(-1)		
<u>Standing/Running Tumbling</u> Touch Down OOOOO Fall OOOOO Level Rule Infraction OOOOO	X(-1) X(-1) X(-10)		
<u>Stunting/Tosses</u> Bobble OOOOO Fall OOOOO Level Rule Infraction OOOOO	X(-1) X(-5) X(-10)		
<u>Pyramids</u> Bobble OOOOO Fall OOOOO Level Rule Infraction OOOO	X(-1) X(-5) X(-10)		
<u>Sportsmanship</u> Event Disruption OOO Violent/Hostile Behavior OOO	X(-10) X(-10)		

TIME*

OVERALL TIME MIN 2:00/MAX 3:00 _____

*No deductions for time, but please be aware for future competitions.

TOTAL DEDUCTIONS _____