

Event :
Team :
Division :

Athlete # :
Order Number :
Panel :



BUILDING - DIFFICULTY SCHOOL

STUNT - DIFFICULTY

No skills performed	0	
Low difficulty	0 - 4	
Average to above average	4 - 8	
Very difficult	8 - 10	

/10

PYRAMID - DIFFICULTY

No skills performed	0	
Low difficulty	0 - 4	
Average to above average	4 - 8	
Very difficult	8 - 10	

/10

TOTAL: /20

Event :
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BUILDING - EXECUTION SCHOOL

STUNT - EXECUTION

No skills performed	0	
Low difficulty	0 - 6	
Average to above average	6 - 12	
Very difficult	12 - 15	

/15

PYRAMID - EXECUTION

No skills performed	0	
Low difficulty	0 - 6	
Average to above average	6 - 12	
Very difficult	12 - 15	

/15

TOTAL: /30

Event :
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TUMBLING AND OVERALL SCHOOL

JUMP - DIFFICULTY AND EXECUTION

No skill	0	
Low	0 - 2	
Average	2 - 4	
High	4 - 5	

TUMBLING - DIFFICULTY

No skill	0	
Low	0 - 2	
Average	2 - 4	
High	4 - 5	

TUMBLING - EXECUTION

No skill	0	
Low	0 - 2	
Average	2 - 4	
High	4 - 5	

CHOREOGRAPHY

(EXECUTION OF MOVEMENT, FORMATIONS, TRANSITIONS AND GENERAL IMPRESSION)

No skill	0	
Low	0 - 2	
Average	2 - 4	
High	4 - 5	

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CHEER SCHOOL

EFFECTIVE MATERIAL

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

USE OF PROPS

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

CROWD LEADING / ENERGY

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

SKILL INCORPORATION

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

SKILL EXECUTION

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

CHEER OVERALL IMPRESSION

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

TOTAL: /30

Event :
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Panel :



BUILDING - DIFFICULTY

SCHOOL - NON-TUMBLING

STUNT - DIFFICULTY

No skills performed	0	
Low difficulty	0 - 4	
Average to above average	4 - 8	
Very difficult	8 - 10	

/10

PYRAMID - DIFFICULTY

No skills performed	0	
Low difficulty	0 - 4	
Average to above average	4 - 8	
Very difficult	8 - 10	

/10

TOTAL: /20

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BUILDING - EXECUTION

SCHOOL - NON-TUMBLING

STUNT - EXECUTION

No skills performed	0	
Low difficulty	0 - 6	
Average to above average	6 - 12	
Very difficult	12 - 15	

/15

PYRAMID - EXECUTION

No skills performed	0	
Low difficulty	0 - 6	
Average to above average	6 - 12	
Very difficult	12 - 15	

/15

TOTAL: /30

Event :
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Panel :



JUMP AND OVERALL SCHOOL - NON-TUMBLING

JUMP - DIFFICULTY

No skills performed	0		/5
Low difficulty	0 - 2		
Average to above average	2 - 4		
Very difficult	4 - 5		

JUMP - EXECUTION

No skills performed	0		/5
Low difficulty	0 - 2		
Average to above average	2 - 4		
Very difficult	4 - 5		

CHOREOGRAPHY (EXECUTION OF MOVEMENT, FORMATIONS, TRANSITIONS AND GENERAL IMPRESSION)

No skills performed	0		/10
Low difficulty	0 - 2		
Average to above average	2 - 4		
Very difficult	4 - 5		

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CHEER

SCHOOL - NON-TUMBLING

EFFECTIVE MATERIAL

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

USE OF PROPS

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

CROWD LADGIN / ENERGY

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

SKILL INCORPORATION

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

SKILL EXECUTION

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

CHEER OVERALL IMPRESSION

Low	0 - 2		/5
Average	2 - 4		
High	4 - 5		

TOTAL: /30

Team:
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Situational Sideline

Timeout Cheer



CROWDLEADING – HS GAME DAY

SITUATIONAL SIDELINE (20)			
Game Day Situation Proper use of material and skills relevant to Game Day environment	0 - 5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	0 - 5		
Motion Technique & Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution of Stunts / Tumbling Relevant to Game Day Environment Clean & crowd effective Stunts / Tumbling Technique, stability, synchronization and spacing	0 - 5		
			/20

CROWD LEADING CHEER (20)			
Game Day Material Proper use of material and skills relevant to Game Day environment	0 - 5		
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	0 - 5		
Motion Technique & Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution of Stunts / Tumbling Relevant to Game Day Environment Clean & crowd effective Stunts / Tumbling Technique, stability, synchronization and spacing	0 - 5		
			/20

OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between Game Day components (minimal & clean)	0 - 10		
			/10

Total / 50	
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Team:
 Division:
 Event:

Team Number:
 Day:
 Panel:

Band Chant
Fight Song

FIGHT SONG/BAND CHANT HS GAME DAY



BAND CHANT			
Game Day Visual Appeal Crowd coverage, formations, synchronization and spacing	0 - 5		
Material Relevant to Game Day Environment Was crowd encouraged to participate?	0 - 5		
Motion Technique Technique, sharpness and placement	0 - 5		
Crowd Leading Tools Proper use of signs, poms, megaphones and/or flags	0 - 5		
			/20

FIGHT SONG			
Game Day Visual Appeal Crowd coverage, formations, synchronization and spacing	0 - 5		
Effectiveness of Incorporation (Stunts / Tumbling) Stunts / tumbling relevant to Game Day environment Clean & crowd effective Stunts / Tumbling	0 - 5		
Motion Technique & Crowd Leading Tools Technique, sharpness and placement Proper use of signs, poms, megaphones and/or flags	0 - 5		
Execution of Skills Relevant to Game Day Environment Technique, stability, synchronization and spacing	0 - 5		
			/20

OVERALL IMPRESSION			
Leadership to engage and connect with the crowd Genuine school spirit and energy Transitions between Game Day components (minimal & clean)	0 - 10		
			/10

Total / 50	
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Team:
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Day:
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Collegiate Sideline

SIDELINE COLLEGIATE GAME DAY



CROWD LEADING SIDELINE				
Game Day Material Proper use of material, Proper response to Game Day situational cue & Skills relevant to Game Day environment	0 - 10			
Execution of Skills Technique, stability, synchronization and spacing	0 - 10			
Crowd Effectiveness & Technique Voice, pace, flow, crowd coverage, motion technique, sharpness & placement	0 - 5			
Crowd Leading Tools Proper use of signs, poms, megaphones and/or flags	0 - 5			
				/30

OVERALL IMPRESSION				
Energy and Connection to the Crowd (Sideline, Timeout and Fight Song will be averaged together)	0 - 10			
			Average with other Overall Impression	
				/10

COMMENTS:

Total / 30	
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Team:
Division:
Event:

Team Number:
Day:
Panel:

Collegiate Fight Song

FIGHT SONG COLLEGIATE GAME DAY



FIGHT SONG				
Game Day Material Proper use of material & skills relevant to Game Day environment	0 - 10			
Execution of Skills Technique, stability, synchronization and spacing	0 - 10			
Motion Technique Motion placement, sharpness and synchronization	0 - 5			
Visual Appeal Crowd coverage and creative movements	0 - 5			
				/30

OVERALL IMPRESSION				
Energy and Connection to the Crowd (Sideline, Timeout and Fight Song will be averaged together)	0 - 10			
				Average with other Overall Impression /10

COMMENTS:

Total / 30	
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Team:
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Collegiate Timeout

TIMEOUT COLLEGIATE GAME DAY



TIMEOUT					
Game Day Material Proper use of material & Skills relevant to Game Day environment	0 - 10				
Execution of Skills Technique, stability, synchronization and spacing	0 - 10				
Crowd Leading Tools Proper use of signs, poms, megaphones and/or flags	0 - 5				
Visual Appeal Crowd coverage and creative crowd interaction	0 - 5				/30

OVERALL IMPRESSION					
Energy and Connection to the Crowd (Sideline, Timeout and Fight Song will be averaged together)	0 - 10				Average with other Overall Impression /10

COMMENTS:

Total / 40	
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Team:
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DEDUCTIONS

SCHOLASTIC, GAME DAY & ABILITIES



TIME LIMIT VIOLATION -1.0

Routine Time	
VIOLATION GIVEN	

POINT DEDUCTION ABBREVIATIONS GUIDE

ATHLETE BOBBLE (AF)	-0.25
MAJOR ATHLETE FALL (MAF)	-0.5
BUILDING BOBBLE (BB)	-0.5
BUILDING FALL (BF)	-2.0
MAJOR BUILDING FALL (MF)	-3.0
BOUNDARY VIOLATION (OUT)	-0.5

IMAGE POLICY VIOLATION -2.0

VIOLATION GIVEN	

UNSPORTSMANLIKE CONDUCT -5.0

VIOLATIONS GIVEN	

SAFETY VIOLATIONS LEGALITY / OUT OF LEVEL / GENERAL SAFETY -1.0 PROPS -1.0 or -0.5 GAME DAY VIOLATION -2.0

TOTAL SAFETY VIOLATIONS GIVEN	

WARNINGS

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CUMULATIVE TOTALS

	+	=
TOTAL RULE VIOLATIONS	TOTAL POINT DEDUCTION	GRAND TOTAL

0:00 – 0:30					
0:30 – 1:00					
1:00 – 1:30					
1:30 – 2:00					
2:00 – 2:30					
2:30 – 3:00					
3:00 – 3:30					

All time blocks are approximate. A deduction given in the incorrect time block will not be reversed.