

# UNIVERSAL CHEERLEADERS ASSOCIATION SCHOOL / REC CHEER JUDGING SHEET



A VARSITY SPIRIT BRAND

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

Crowd Leading - (10 Points)		Points	Score
<i>Crowd Effective Material &amp; Motion Technique</i>		5	
<i>Ability to Lead the Crowd &amp; Proper Use of Signs, Pom or Megaphones</i>		5	
Skill Incorporations - (15 Points)		Points	Score
<i>Execution - Proper Technique, Synchronization &amp; 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 &amp; Difficulty of Practical Skills</i>		5	
<b>Total</b>	<b>Possible</b>	<b>30</b>	

# UNIVERSAL CHEERLEADERS ASSOCIATION

## SCHOOL / REC ALL GIRL BUILDING JUDGING SHEET



A VARSITY SPIRIT BRAND

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

Partner Stunts - (25 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Synchronization &amp; Spacing</i>		15	
<i>Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions &amp; Variety</i>		10	
Pyramids - (25 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Synchronization &amp; Spacing</i>		15	
<i>Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions &amp; Variety</i>		10	
<b>Total</b>	<b>Possible</b>	<b>50</b>	

# UNIVERSAL CHEERLEADERS ASSOCIATION

## SCHOOL / REC ALL GIRL OVERALL JUDGING SHEET



A VARSITY SPIRIT BRAND

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

Standing / Running Group Tumbling - (10 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Form &amp; Synchronization</i>		5	
<i>Difficulty - Level of Skill &amp; Number of Skills Performed</i>		5	
Jumps - (5 Points)		Points	Score
<i>Perfection of Skill - Proper Technique, Form, Height, Synchronization</i>		3	
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>		2	
Category Impression (5 Points)		Points	Score
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations &amp; Transitions</i>		5	
<b>Total</b>	<b>Possible</b>	<b>20</b>	