

REGION 5 CHEERLEADING COMPETITION - SCORE SHEET - PREGAME

SCHOOL: _____

DIVISION: _____

POINTS SCORE COMMENTS

PRE-GAME	(30)		
PREGAME BAND DANCES – 6 Points			
Proper and creative use of band/music. Visually appealing. Clean execution of choreography.	6		
FIGHT SONG or BAND DANCE SUBSTITUTE – 12 Points			
VISUAL APPEAL & OVERALL IMPRESSION Formations and spacing. Use of level changes, ripples, and/or transitions. Proper and creative use of skills.	4		
MOTION TECHNIQUE Technique, sharpness, synchronization, and placement of motions.	4		
EXECUTION OF INCORPORATED SKILLS Clean/crowd effective relevant skills including stunting, tumbling, jumps and/or kicks.	4		
STARTING LINE-UP – 12 Points			
VISUAL APPEAL & OVERALL IMPRESSION Formations and spacing. Use of level changes, ripples, and/or transitions. Proper and creative use of skills.	3		
CROWD EFFECTIVENESS Ability and energy to lead and engage the crowd.	3		
VARIETY OF SKILLS Incorporation and proper use of a variety of crowd effective skills (rallies, stunting, tumbling, jumps and/or kicks) AND/OR crowd leading tools (poms, signs, megaphones, flags and/or mascot).	2		
EXECUTION OF INCORPORATED SKILLS Clean/crowd effective relevant skills including stunting, tumbling, jumps and/or kicks.	4		

REGION 5 CHEERLEADING COMPETITION - SCORE SHEET – SIDELINE/TIMEOUTS

SCHOOL: _____

DIVISION: _____

SIDELINE	(50)	
SIDELINE CHANTS/CHEERS – 35 Points		
MATERIAL Displays knowledge of game through proper use of relevant material.	7	
MOTION TECHNIQUE Technique, sharpness, synchronization and placement of motions.	10	
EFFECTIVE INCORPORATION OF CROWD LEADING TOOLS Incorporation and proper use of a variety of crowd leading tools; including poms, megaphones, and/or mascot.	3	
CROWD EFFECTIVENESS Voice, flow, maximum crowd coverage as permitted. Ability and energy to lead and engage the crowd.	5	
EFFECTIVE INCORPORATION OF RALLY SKILLS Proper use of jumps, kicks, motions, words and call backs to rally crowd.	5	
SPORTSMANSHIP Positive leadership and modeling. Ability to control and/or redirect crowd if applicable.	5	
TIMEOUTS (30/60 SECONDS) – 15 Points		
CROWD EFFECTIVENESS Material is appropriate and crowd effective. Ability and energy to lead and engage the crowd.	5	
EFFECTIVE INCORPORATION OF SKILLS Incorporation of a variety of cheer fundamentals and skills including stunting, tumbling, cheering, and/or dancing.	5	
EFFECTIVE INCORPORATION OF CROWD LEADING TOOLS Incorporation and proper use of a variety of crowd leading tools; including signs, poms, megaphones, flags, band, rallies and/or mascot.	5	

REGION 5 CHEERLEADING COMPETITION - SCORE SHEET – QUARTER CHEERS

SCHOOL: _____

DIVISION: _____

QUARTER ONE CHEER		(20)
VISUAL APPEAL & OVERALL IMPRESSION Formations, synchronization and spacing. Use of level changes, ripples, and/or transitions. Proper and creative use of skills.	5	
EXECUTION OF INCORPORATED SKILLS Clean/crowd effective relevant skills including stunting, tumbling, jumps and/or kicks.	5	
CROWD EFFECTIVENESS Material is appropriate and crowd effective. Proper use of voice, flow, maximum crowd coverage as permitted. Ability and energy to lead the crowd.	5	
MOTION TECHNIQUE & CROWD LEADING TOOLS Technique, sharpness, and placement of motions. Proper use of signs, poms, megaphones, flags, band, rallies and/or mascot.	5	

QUARTER THREE CHEER		(20)
VISUAL APPEAL & OVERALL IMPRESSION Formations, synchronization and spacing. Use of level changes, ripples, and/or transitions. Proper and creative use of skills.	5	
EXECUTION OF INCORPORATED SKILLS Clean/crowd effective relevant skills including stunting, tumbling, jumps and/or kicks.	5	
CROWD EFFECTIVENESS Material is appropriate and crowd effective. Proper use of voice, flow, maximum crowd coverage as permitted. Ability and energy to lead the crowd.	5	
MOTION TECHNIQUE & CROWD LEADING TOOLS Technique, sharpness, and placement of motions. Proper use of signs, poms, megaphones, flags, band, rallies and/or mascot.	5	

REGION 5 CHEERLEADING COMPETITION - SCORE SHEET- HALF-TIME

SCHOOL: _____

DIVISION: _____

HALFTIME ROUTINE	(70)	
VISUAL APPEAL & OVERALL IMPRESSION – 5 Points		
Formations, synchronization and spacing. Use of level changes, ripples, and/or transitions. Proper and creative use of skills.	5	
CROWD LEADING/CHEER SECTION – 15 Points		
CROWD EFFECTIVENESS Material is appropriate and crowd effective. Proper use of voice, flow, maximum crowd coverage as permitted. Ability and energy to lead the crowd.	5	
EXECUTION OF INCORPORATED SKILLS Clean/crowd effective relevant skills.	5	
MOTION TECHNIQUE & CROWD LEADING TOOLS Technique, sharpness, and placement of motions. Proper use of signs, poms, megaphones, flags, band, rallies and/or mascot.	5	
STANDING/RUNNING GROUP TUMBLING – 10 Points		
PERFECTION OF SKILL Proper Technique, Form, Height	5	
DIFFICULTY Level of Skill, Number of Skills Performed	5	
ELITE/PARTNER STUNTS – 15 Points		
PERFECTION OF SKILL Proper Technique	10	
DIFFICULTY Level of Skill, Number of Stunts Performed, Number of Bases Used, Variety	5	
PYRAMIDS – 15 Points		
PERFECTION OF SKILL Proper Technique	10	
DIFFICULTY Level of Skill, Number of Stunts Performed, Number of Bases Used	5	
DANCE – 5 Points		
Technique, sharpness, placement, and timing. Overall choreography.	5	
JUMPS – 5 Points		
Technique, form, height, synchronization, types, combos, and variety.	5	

REGION 5 CHEERLEADING COMPETITION - SCORE SHEET – TOTAL SUMMARY

SCHOOL: _____

DIVISION: _____

TOTAL FROM EACH SECTION	TOTAL	POSSIBLE	
PRE-GAME COMPONENTS		30	
SIDELINES and TIMEOUTS (30/60 SECOND)		50	
QUARTER ONE CHEER		20	
QUARTER THREE CHEER		20	
HALFTIME ROUTINE		70	
SUB-TOTAL		190	
Deductions from Deduction Sheet			
TOTAL			

JUDGE INITIALS: _____