

# 517 YOUTH COMPETITIVE CHEER SCORESHEET

SCHOOL: \_\_\_\_\_ NO. OF COMPETITORS: \_\_\_\_\_ JUDGE ID#: \_\_\_\_\_

The following categories are evaluated by whole numbers only according to charts on page 35-36.

### SKILLS

Tumbling, stunts, flairs, jumps and transitions.

Variety of skills 1-15

Degree of difficulty 1-12

Choreography 0-6

TT – 2 pts. FT/360/Log Roll – 2 pts. BHS – 2 pts.

The following categories should be scored using deduction guidelines listed on page 16-17.

Execution

**Execution Category** is scored on a 1 to 20 point scale for 16 or fewer competitors. The maximum execution value increases to 20.5 for 17, 21.0 for 18, 21.5 for 19 and 22.0 points for 20 competitors.

Execution Bonus

Execution Pts	17.5-17.9	18.0-18.4	18.5-18.9	19.0-19.4	19.5-22
Points Earned	1	1.5	2	2.5	3

The following categories will be judged on a 1-10 point scale using a tenth of a point system.

PRECISION DRILL.....

### JUMP

First required skill and must be performed in unison. Technique, level of difficulty and togetherness ease.

Jump \_\_\_\_\_

LEVEL	JUMP	MAX VALUE
1	All Tuck Jumps - Spread Eagle	6 pts
2	Double Hook	8 pts
3	Herkie, Hurdler, T-Touch, Double 9, Head Whip, Pike, Universal	10 pts

### COMMENTS:

### FLOOR MOBILITY

Accuracy of formations, spacing, effectiveness, ease of transitions, transition moves, purpose of movement from formation to formation.

### VOCALS

Voice inflection, clarity, squad volume, appropriate choice of words and diction.

### TEAM COORDINATION

Precision and timing of all motions, tumbling, stunt skills, effective use of all team members.

### GENERAL IMPRESSION

Creativity, continuity, team confidence, floor presence, overall impression.

TOTAL

Maximum Points 118



---



---



---



---



---



---



---

### 517 YOUTH CHEER - ROUTINE DESCRIPTION FORM – Round 3

SCHOOL: \_\_\_\_\_ NO. OF COMPETITORS: \_\_\_\_\_ DATE: \_\_\_\_\_

COACH'S SIGNATURE: \_\_\_\_\_

Type, IN ORDER, all tumbling skills, jumps, stunts, flairs and preps that will receive credit. Indicate choreography-credited skills.  
By rule, difficulty and variety must be given a numerical value on this form.

Choreography	Description	Variety	Difficulty
<b>TOTAL</b>			
		<b>Difficulty</b>	<b>Points</b>

	Team Tumbling	# Full Twists/ Or Log Rolls - 360°	# Of BHS or Back Tucks
<b>Need</b>	ALL		
<b>Have</b>			

# 5-1-7 YOUTH COMP CHEER SAFETY JUDGES PENALTY SHEET

## ROUND 3

SCHOOL: \_\_\_\_\_

Judge ID # \_\_\_\_\_

JUMP: \_\_\_\_\_

TIME: \_\_\_\_\_

NUMBER OF COMPETITORS IN ROUND: \_\_\_\_\_

Penalty information listed on page 100.

1. _____ Less than 4 or more than 20 competitors .....	22 pts _____
2. _____ Entire team performs part of the Precision Drill differently than described in the manual / incorrect number of staggered lines .....	Count # _____ 8 pts _____

3. Time Infraction – number of seconds over the limit (Maximum 15 pts) .....	_____ x1pt _____
--	------------------

4. _____ Mat Violation/Exit off mat .....	_____ x 2 pts _____
5. _____ Detached hair control devices, eye glasses, shoe, etc.....	_____ x 2 pts _____
6. _____ Illegal team entrance.....	2 pts _____
7. _____ Coaching area violation.....	2 pts _____

8. _____ Delay of meet.....	4 pts _____
9. _____ Illegal uniform, hair or hair device, uncovered brace/support.....	_____ x 4 pts _____
_____ badges/buttons, gum, jewelry, safety pin, glitter, unsafe fingernails.....	_____ x 4 pts _____
10. _____ Non-competitive team members violation.....	4 pts _____
11. _____ Difficulty/variety/choreography points not provided with routine description.....	4 pts _____
12. _____ Incorrect Routine Description – Improper Sequence .....	4 pts _____

13. _____ Team member unsafe contact.....	_____ x 8 pts _____
14. _____ Four formations not performed.....	8 pts _____
15. _____ Collapsed tumbling or jump/stunt fall.....	_____ x 8 pts _____
16. _____ Unsportsmanlike conduct.....	_____ x 8 pts _____
17. _____ Illegal skills performed.....	_____ x 8 pts _____
18. _____ Incorrect spotting techniques or no spotter.....	_____ x 8 pts _____
19. _____ Three (2.0) falls/collapses occur.....	8 pts _____
20. _____ A fall by flyer that received no assistance.....	_____ x 8 pts _____
21. _____ Required jump not performed as 1 <sup>st</sup> skill or not performed in unison.....	8 pts _____
22. _____ One competitor performed wrong jump.....	8 pts _____

23. _____ Jump not performed by all team members.....	22 pts _____
24. _____ More than one team member performs a different jump.....	22 pts _____
25. _____ Music/Props/Mascot used.....	22 pts _____

TOTAL: \_\_\_\_\_