



**CHEERLEADING STATE COMPETITION**  
**CHEER DIVISION**

<input type="checkbox"/>	SMALL CHEER
<input type="checkbox"/>	LARGE CHEER

TEAM NAME \_\_\_\_\_ JUDGE NO. \_\_\_\_\_

**COMMUNICATION**

**15 POINTS**

**A. Practicality of Material**

5 pts \_\_\_\_\_

**B. Voice, Eye Contact, Facial Expressions**

10 pts \_\_\_\_\_

**MATERIAL**

- Too wordy
- Good crowd work
- Good use of signs
- Clarity
- Ineffective crowd work

**EYE CONTACT/FACIAL EXPRESSIONS**

- Good expressions
- Expressions overdone
- More smiles

**VOICE**

- Strong voice
- Be louder
- Make words natural

**FUNDAMENTAL SKILLS**

**45 POINTS**

**A. Motions**

15 pts \_\_\_\_\_

**B. Tumbling**

10 pts \_\_\_\_\_

**C. Jumps**

10 pts \_\_\_\_\_

**D. Partner Stunts/Pyramids**

10 pts 10

**MOTIONS**

- Good execution
- Improve landings
- Improve height
- Point toes

**JUMPS**

- Good execution
- Improve landings
- Improve height
- Point toes

**TUMBLING**

- Good execution
- Improve landings
- More tumbling
- Hands down
- Bent legs
- Legs apart

**PARTNER STUNTS/PYRAMIDS**

- ~~Good execution~~
- ~~Include more transitions~~
- Good dismounts
- ~~Good variety~~
- ~~Dismounts shaky~~
- ~~Pyramids shaky~~
- Stunt sync on
- Falls

**GROUP TECHNIQUES**

**20 POINTS**

**A. Synchronization**

10 pts \_\_\_\_\_

**B. Formations & Spacing**

10 pts \_\_\_\_\_

**SYNCHRONIZATION OFF**

- Tumbling
- Stunts
- Motions
- Jumps
- Cheer

**FORMATIONS & SPACING**

- Good formations
- Watch spacing
- Need variety of formations
- Smooth transitions

**OVERALL EFFECT**

**10 POINTS**

Crowd appeal

10 pts \_\_\_\_\_

- Good creativity
- Solid/clean routine
- Slow routine

- Visually creative transitions
- Good use of squad skills

**SPORTSMANSHIP**

**10 POINTS**

10 pts \_\_\_\_\_

- Slashing
- Taunting
- Excessive celebration

- Genuine enthusiasm
- Natural facial expressions
- Positive material

**TOTAL POINTS** \_\_\_\_\_

**COMMENTS:**

*\*See Technical Scoresheet for additional deductions*



**CHEERLEADING STATE COMPETITION**  
**ROUTINE DIVISION**

- SMALL ROUTINE
- MEDIUM ROUTINE
- LARGE ROUTINE

**TEAM NAME** \_\_\_\_\_ **JUDGE NO.** \_\_\_\_\_

**COMMUNICATION**

**10 POINTS**  
Voice, Eye Contact,  
Facial Expressions  
10 pts \_\_\_\_\_

**MATERIAL**

- Too wordy
- Good crowd work
- Good use of signs
- Clarity

**EYE CONTACT/FACIAL EXPRESSIONS**

- Good expressions
- Expressions overdone
- More smiles

**VOICE**

- Strong voice
- Be louder
- Make words natural

**FUNDAMENTAL SKILLS**

**50 POINTS**

**A. Motions/Dance**

7 pts Difficulty \_\_\_\_\_  
3 pts Execution \_\_\_\_\_

**B. Tumbling**

7 pts Difficulty \_\_\_\_\_  
3 pts Execution \_\_\_\_\_

**C. Jumps**

7 pts Difficulty \_\_\_\_\_  
3 pts Execution \_\_\_\_\_

**D. Partner Stunts**

7 pts Difficulty 7  
3 pts Execution 3

**E. Pyramids**

7 pts Difficulty 7  
3 pts Execution 3

**MOTIONS/DANCE**

- Good motion execution
- Good dance execution
- Good choreography
- Add more variety
- Inappropriate dance
- Levels off
- Isolate motions
- Improper wrist

**TUMBLING**

- Good execution
- Improve landings
- Include more tumbling
- Hands down
- Bent legs
- Legs apart

**JUMPS**

- Good execution
- Improve landings
- Improve height
- Point toes

**PARTNER STUNTS**

- Good execution
- Good dismounts
- Good variety
- Dismounts shaky
- Include more transitions
- Stunt sync on
- Falls

**PYRAMIDS**

- Good execution
- Good dismounts
- Good variety
- Dismounts shaky
- Include more transitions
- Pyramids shaky
- Falls

**GROUP TECHNIQUES**

**20 POINTS**

**A. Synchronization**

10 pts \_\_\_\_\_

**B. Formations & Spacing**

10 pts \_\_\_\_\_

**SYNCHRONIZATION OFF**

- Tumbling
- Stunts
- Dance
- Jumps
- Cheer

**FORMATIONS & SPACING**

- Good formations
- Watch spacing
- Need variety of formations
- Smooth transitions

**OVERALL EFFECT**

**10 POINTS**

Crowd Appeal

10 pts \_\_\_\_\_

- Good creativity
- Solid/clean routine
- Slow routine

- Visually creative transitions
- Good use of squad skills

**SPORTSMANSHIP**

**10 POINTS**

10 pts \_\_\_\_\_

- Slashing
- Taunting
- Excessive celebration

- Genuine enthusiasm
- Natural facial expressions
- Positive material

**TOTAL POINTS** \_\_\_\_\_

**COMMENTS:**

*\*See Technical Scoresheet for additional deductions*



## CHEERLEADING TECHNICAL SCORESHEET

School \_\_\_\_\_

Division \_\_\_\_\_

<b>IESA CONTEST RULES</b>	<b>TIME AND/OR EXPLANATION</b>	<b>POINT DEDUCTION</b>
<b>TIME</b>		
Cheer     1:30 - 2 minutes		1-point deduction
Routine    1:30 - 3 minutes		
<b>ROUTINE ONLY - MUSIC TIME</b>		
Must not exceed 2 minutes		1-point deduction
<b>BOUNDARY INFRACTION</b>		
One foot or hand over boundary line		1-point deduction (per incident)
<b>MAJOR NFHS Rule Infraction</b>	NFHS Rule _____	5-point deduction
<b>MINOR NFHS Rule Infraction</b>	NFHS Rule _____	2-point deduction (per incident)
Jewelry, Apparel, Glitter, Braces/Supports		
<b>PYRAMID COLLAPSE</b>		2-point deduction (per incident)
<b>MISSED SKILL</b>		
EXAMPLES - stunt or mount comes down, tumbling lands on knees or back		1-point deduction (per incident)
<b>INCOMPLETE SKILL</b>		
EXAMPLE- hands touch down on tumbling		0.5-point deduction (per incident)
		<b>TOTAL DEDUCTIONS</b>

WARNING(S):

COMMENT(S):

Judges' Initials: