

# CHEERSPORT CHEERLEADING

All-Star Levels 1 - 5

## COMMENT JUDGE

Score	Point Value	Judging Categories
	10	Creativity / Choreography
	10	Transitions / Formations
	10	Overall Difficulty
	10	Jumps
	10	Standing Tumbling
	10	Running Tumbling
	10	Tosses (N/A Level 1)
<b>*Note The Categories Below Are 20 Points Each*</b>		
	20	Pyramids
	20	Partner Stunts
	20	Dance / Motions
	20	Overall Impression
	<b>150</b>	<b>Total</b> (Total Level 1 = 140)
		<b>Officials Initials</b>

### Standing Tumbling

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below. Variety, Choreography, and Synchronization will increase or decrease your team's score within those ranges.

**High 8 - 10** 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level

**Medium 6 - 8** 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level

**Low 4 - 6** Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level

**0.5 - 1.0 May be subtracted for Poor or Sloppy Execution of Skills / Degree of Difficulty** Form, Skill Height, Toe Point, Visual Appeal, Landings, Perfection, Synchronization, Technique, Body Lines, Choreography, Transitions - Judges reserve the right to subtract 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

#### Standing Tumbling Comments:

### Running Tumbling

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below. Variety, Choreography, and Synchronization will increase or decrease your team's score within those ranges.

**High 8 - 10** 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level

**Medium 6 - 8** 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level

**Low 4 - 6** Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level

**0.5 - 1.0 May be subtracted for Poor or Sloppy Execution of Skills / Degree of Difficulty** Form, Skill Height, Toe Point, Visual Appeal, Landings, Perfection, Synchronization, Technique, Body Lines, Choreography, Transitions - Judges reserve the right to subtract 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

#### Running Tumbling Comments:

#### General Routine Comments:

CS0911 ALLSTAR CJ1

# CHEERSPORT

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## CHEERLEADING

All-Star Levels 1 - 5

### HEAD JUDGE

Score	Point Value	Judging Categories
	10	Creativity / Choreography
	10	Transitions / Formations
	10	Overall Difficulty
	10	Jumps
	10	Standing Tumbling
	10	Running Tumbling
	10	Tosses (N/A Level 1)
<b>*Note The Categories Below Are 20 Points Each*</b>		
	20	Pyramids
	20	Partner Stunts
	20	Dance / Motions
	20	Overall Impression
	<b>150</b>	<b>Total</b> (Total Level 1 = 140)
		<b>Officials Initials</b>

### Jumps

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below. Variety and Choreography will increase or decrease your team's score within those ranges.

**High 8 - 10** 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level

**Medium 6 - 8** 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level

**Low 4 - 6** Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level

**0.5 - 1.0 May be subtracted for Poor or Sloppy Execution of Skills / Degree of Difficulty** Form, Jump Height, Toe Point, Visual Appeal, Landings, Perfection, Arm Placement, Synchronization, Chest Alignment, Body Lines, Technique, Flexibility - Judges reserve the right to subtract 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

#### Jumps Comments:

### Partner Stunts

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below. The number of bases used, load ins/dismounts, number of structures, and transitions will increase or decrease your team's score within those ranges.

**High 15 - 20** 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level

**Medium 10 - 15** 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level

**Low 5 - 10** Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level

**0.5 - 1.0 May be subtracted for Poor or Sloppy Execution of Skills / Degree of Difficulty** Form, Pace, Flexibility, Visual Appeal, Placement, Perfection, Landing Cradle Position, Technique, Body Lines, Choreography, Transitions - Judges reserve the right to subtract 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

#### Partner Stunts Comments:

#### General Routine Comments:

CS0911 ALLSTAR HJ

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	20	Pyramids
	20	Partner Stunts
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	20	Overall Impression
	<b>150</b>	<b>Total</b> (Total Level 1 = 140)
		<b>Officials Initials</b>

### Tosses (N/A Level 1)

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below. Synchronization and Variety will increase or decrease your team's score within those ranges.

- High 8 - 10** 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level
- Medium 6 - 8** 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level
- Low 4 - 6** Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level
- 0.5 - 1.0 May be subtracted for Poor or Sloppy Execution of Skills / Degree of Difficulty** Form, Skill Height, Toe Point, Visual Appeal, Landing Cradle Position, Perfection, Technique, Body Lines, Flexibility, Choreography, Transitions - Judges reserve the right to subtract 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

#### Tosses Comments:

### Pyramids

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below. The number of bases used, load ins/dismounts, number of structures, and transitions will increase or decrease your team's score within those ranges.

- High 15 - 20** 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level
- Medium 10 - 15** 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level
- Low 5 - 10** Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level
- 0.5 - 1.0 May be subtracted for Poor or Sloppy Execution of Skills / Degree of Difficulty** Form, Pace, Flexibility, Visual Appeal, Placement, Perfection, Landing Cradle Position, Technique, Body Lines, Choreography, Transitions - Judges reserve the right to subtract 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

#### Pyramids Comments:

#### General Routine Comments: