

COMMENT JUDGE

Score	Point Value	Judging Categories
	10	Creativity / Choreography
	10	Transitions / Formations
	10	Overall Difficulty
	10	Motions
	10	Dance
	10	Jumps
	10	Tumbling
Note The Categories Below Are 20 Points Each		
	20	Tosses / Pyramids
	20	Partner Stunts
	20	Showmanship / Crowd Appeal
	20	Overall Impression
	150	Total
		Officials Initials

Tosses / Pyramids

Your Ranges are determined by the #1 criteria listed on our Cheerleading Grid. The criteria is listed beside each range below.

Tosses: Synchronization and Variety will increase or decrease your team's score within those ranges.

Pyramids: 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

1/2 or more (50% - 100%) of team performs the minimum skills allowed within the level



Medium
10 - 15

1/4 up to 1/2 (25% - 49%) of team performs the minimum skills allowed within the level



Low
5 - 10

Less than 1/4 (0% - 24%) 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, Pace, Placement - 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 / Pyramids Comments:

General Routine Comments:

COMMENT JUDGE

Score	Point Value	Judging Categories
	10	Creativity / Choreography
	10	Transitions / Formations
	10	Overall Difficulty
	10	Motions
	10	Dance
	10	Jumps
	10	Tumbling
Note The Categories Below Are 20 Points Each		
	20	Tosses / Pyramids
	20	Partner Stunts
	20	Showmanship / Crowd Appeal
	20	Overall Impression
	150	Total
		Officials Initials

Tumbling	
<p>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.</p>	
<input type="checkbox"/> High 8 - 10	1/4 or more (25% - 100%) of team performs the minimum skills allowed within the level
<input type="checkbox"/> Medium 6 - 8	1/10 up to 1/4 (10% - 24%) of team performs the minimum skills allowed within the level
<input type="checkbox"/> Low 4 - 6	Less than 1/10 (0% - 9%) of team performs the minimum skills allowed within the level
<input type="checkbox"/> 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.	
<p>Tumbling Comments:</p>	
<p>General Routine Comments:</p>	

HEAD JUDGE

Score	Point Value	Judging Categories
	10	Creativity / Choreography
	10	Transitions / Formations
	10	Overall Difficulty
	10	Motions
	10	Dance
	10	Jumps
	10	Tumbling
Note The Categories Below Are 20 Points Each		
	20	Tosses / Pyramids
	20	Partner Stunts
	20	Showmanship / Crowd Appeal
	20	Overall Impression
	150	Total
		Officials Initials

Jumps	
<p>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.</p>	
<input type="checkbox"/>	<p>High 8 - 10 1/4 or more (25% - 100%) of team performs the minimum skills allowed within the level</p>
<input type="checkbox"/>	<p>Medium 6 - 8 1/10 up to 1/4 (10% - 24%) of team performs the minimum skills allowed within the level</p>
<input type="checkbox"/>	<p>Low 4 - 6 Less than 1/10 (0% - 9%) of team performs the minimum skills allowed within the level</p>
<input type="checkbox"/>	<p>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.</p>
Jumps Comments:	

Partner Stunts	
<p>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.</p>	
<input type="checkbox"/>	<p>High 15 - 20 1/2 or more (50% - 100%) of team performs the minimum skills allowed within the level</p>
<input type="checkbox"/>	<p>Medium 10 - 15 1/4 up to 1/2 (25% - 49%) of team performs the minimum skills allowed within the level</p>
<input type="checkbox"/>	<p>Low 5 - 10 Less than 1/4 (0% - 24%) of team performs the minimum skills allowed within the level</p>
<input type="checkbox"/>	<p>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.</p>
Partner Stunts Comments:	

General Routine Comments:
