

Utah High School Activities Association DRILL TEAM JUDGING SHEET

UTAH TIMING & NFHS SAFETY RULES PENALTIES

School: _____

Division (circle): Military Dance Character Kick

*****ALL PENALTIES ARE 2 POINTS PER ROUTINE JUDGE PER OFFENSE*****

HEADSTANDS #15: *“an inverted position in which the top of the head bears the weight; the hips are directly over the shoulders and the feet are off the ground.”* Drill teams are prohibited from practicing or performing headstands. (weight on the head & feet off the ground; assisted or unassisted) until further notice by UHSAA.

ROUTINE LENGTH #21 A: Length of routine will be 2-3 minutes. 2 pt. penalty/routine judge for every 10 seconds over three minutes or under two minutes.

ENTRANCE AND EXIT LENGTH: #21 D: Entrances or exits shall not exceed 30 seconds for any competition routine. 2 pt. penalty/routine judge for every 10 seconds over 30 seconds.

TEAM ENTRANCE TIME: _____

ROUTINE TIME: _____

TEAM EXIT TIME: _____

NFHS SAFETY RULES: RULE 2 Sec. 1, 4-12; RULE 3 Sec. 2-6

General, Stunting Personnel, Inversions, Non-Release Stunts, Release Stunts/Tosses, Suspended Stunts, Dismounts, Tumbling, Twists, Drops, Props as Bases, Spotting & Dismounting w/ Props, Drops, Assisted Inverted Floor Skills

Pg. _____ RULE: _____ SEC. _____ ART. _____ SIT. _____

Pg. _____ RULE: _____ SEC. _____ ART. _____ SIT. _____

V. _____

Pg. _____ RULE: _____ SEC. _____ ART. _____ SIT. _____

Pg. _____ RULE: _____ SEC. _____ ART. _____ SIT. _____

V. _____

Total points deducted for penalties:

pts/routine judge

Judge's Signature: _____ Date: _____

Judge's Signature: _____ Date: _____