

Utah High School Activities Association

2025 SIDELINE-TIMEOUT CHEER  
CROWD LEADING/OVERALL EFFECT



Your best sideline, crowd leading material. The use of signs, poms, flags, and megaphones are allowed.

revised 06/18/2024 ©

Total Team Members =

| CROWD LEADING/OVERALL EFFECT   |                          | RATING    | TOTALS |
|--|--------------------------|-----------|--------|
| <div><div><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance<br/>Boxes are only checked when skill was done in a superior way</div><div><div><div><input type="checkbox"/> Audience Appeal</div><div><input type="checkbox"/> Energy</div><div><input type="checkbox"/> Eye Contact/Confidence</div><div><input type="checkbox"/> Facial Expressions</div><div><input type="checkbox"/> Overall Crowd Leading Effectiveness</div></div><div><div><input type="checkbox"/> Pitch</div><div><input type="checkbox"/> Use of Squad</div><div><input type="checkbox"/> Visual Effects</div><div><input type="checkbox"/> Voice Projection</div><div><input type="checkbox"/> Whole Body Showmanship</div></div></div><div><div>Superior 34 – 40</div><div>Excellent 27 – 33</div><div>Outstanding 20 – 26</div><div>Below 0 – 19</div></div></div> |                          |           |        |
| COMMENTS   |                          |           | 40     |
| Judge’s Signature  | <input type="checkbox"/> |           |        |
| Tabulator’s Initials   | <input type="checkbox"/> | SUB SCORE | 0      |

40



Total Team Members =

All categories are based on MAJORITY 40% or more of the team =

| DIFFICULTY  |   | EXECUTION |   | TOTALS |
|---|---|-----------|---|--------|
| JUMPS   | <b>STANDARD = 1 pt.</b><br><input type="checkbox"/> Single Toe Touch<br><br><b>ELITE = 2 pts.</b><br><input type="checkbox"/> Two Consecutive with Variety<br><input type="checkbox"/> Double Toe Touch<br><br><b>COMMENTS</b>  |           | <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance<br>Boxes are only checked when skill was done in a superior way<br><br><input type="checkbox"/> Form and Height<br><input type="checkbox"/> Proper Technique<br><input type="checkbox"/> Synchronization   |        |
|   |   |           |   |        |
|   |   |           |   |        |
|   | 2   |           | 3   | 5      |
| <p>* Must do Running Tumbling AND Standing Tumbling to get your difficulty max.</p> <p>** If you have skills from multiple levels, the highest point value will be awarded when the skill is at the same time and in the same phrase.</p> |   |           |   |        |
| GROUP RUNNING TUMBLING  | <b>STANDARD = 1 pt.</b><br><input type="checkbox"/> Running Cartwheel<br><input type="checkbox"/> Roundoff<br><br><b>INTERMEDIATE = 2 pts.</b><br><input type="checkbox"/> Roundoff Toe Touch<br><br><b>ADVANCED = 3 pts.</b><br><input type="checkbox"/> Running Tumbling<br><br><b>SUPERIOR = 4 pts.</b><br><input type="checkbox"/> Running Tumbling into Tuck<br><input type="checkbox"/> Cartwheel into Tuck<br><input type="checkbox"/> Roundoff Tuck<br><br><b>ELITE = 5 pts.</b><br><input type="checkbox"/> Running Tumbling into Layout<br><input type="checkbox"/> Running Tumbling into Full<br><input type="checkbox"/> Cartwheel into Full<br><br><b>COMMENTS</b> |           | <b>EXECUTION</b><br><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance<br>Boxes are only checked when skill was done in a superior way<br><br><input type="checkbox"/> Perfection of Skill<br><input type="checkbox"/> Proper Form<br><input type="checkbox"/> Proper Technique<br><input type="checkbox"/> Synchronization |        |
|   |   |           |   |        |
|   |   |           |   |        |
|   | 5   |           |   |        |
| GROUP STANDING TUMBLING   | <b>STANDARD = 1 pt.</b><br><input type="checkbox"/> Standing Cartwheel<br><br><b>INTERMEDIATE = 2 pts.</b><br><input type="checkbox"/> Back Walkover<br><input type="checkbox"/> Front Walkover<br><br><b>ADVANCED = 3 pts.</b><br><input type="checkbox"/> Standing Back Handspring(s)<br><br><b>SUPERIOR = 4 pts.</b><br><input type="checkbox"/> Standing Tumbling into Tuck<br><input type="checkbox"/> Standing Tuck<br><br><b>ELITE = 5 pts.</b><br><input type="checkbox"/> Standing Tumbling into Layout/Full<br><br><b>COMMENTS</b>  |           | <b>EXECUTION</b><br><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance<br>Boxes are only checked when skill was done in a superior way<br><br><input type="checkbox"/> Perfection of Skill<br><input type="checkbox"/> Proper Form<br><input type="checkbox"/> Proper Technique<br><input type="checkbox"/> Synchronization |        |
|   |   |           |   |        |
|   |   |           |   |        |
|   | 5   |           | 10  | 20     |

|                      |  |                          |  |   |
|----------------------|--|--------------------------|--|---|
| DANCE                | DANCE  |                          | <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance |   |
|                      | <input type="checkbox"/> Change of Pace  |                          | <input type="checkbox"/> Body Placement                                      |   |
|                      | <input type="checkbox"/> Creativity  |                          | <input type="checkbox"/> Sharpness   |   |
|                      | <input type="checkbox"/> Level Change and Two or More Formations   |                          | <input type="checkbox"/> Synchronization                                     |   |
|                      |  |                          | <input type="checkbox"/> Technique   |   |
|                      | COMMENTS   | 2                        | 3  | 5 |
| OVERALL              | OVERALL IMPRESSION OF JUMPS, TUMBLING & DANCE  |                          |  |   |
|                      | <i>*Routine goes above and beyond*</i><br><i>(Examples, but not limited too: Visuals, Using whole team of athletes vs majority, Using extra skills on top of majority difficulty skills, Use of specialty skills, exceptional athleticism, executes more skills than minimum required to max out difficulty score)</i> |                          |  |   |
|                      | COMMENTS   |                          |  |   |
|                      |  |                          |  | 5 |
| Judge's Signature    |  | <input type="checkbox"/> |  |   |
| Tabulator's Initials |  | <input type="checkbox"/> | SUB SCORE  | 0 |

35



Perform your favorite timeout dance with emphasis on crowd engagement using crowd leading or entertainment.

revised 06/18/2024 ©

Total Team Members =

| CHOREOGRAPHY   |                          | RATING    | TOTALS |
|--|--------------------------|-----------|--------|
| <div><div><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance</div><div>Boxes are only checked when skill was done in a superior way</div><div>* All choreography elements listed below should be <b>relative to routine style</b>.</div><div><div><div><input type="checkbox"/> Change of Pace</div><div><input type="checkbox"/> Continuity</div><div><input type="checkbox"/> Creativity</div><div><input type="checkbox"/> Formations</div></div><div><div><input type="checkbox"/> Level Changes</div><div><input type="checkbox"/> Musical Interpretations</div><div><input type="checkbox"/> Transitions</div><div><input type="checkbox"/> Variety</div></div></div><div><div>Superior18 – 20</div><div>Excellent15 – 17</div><div>Outstanding12 – 14</div><div>Below0 – 11</div></div></div> <div>COMMENTS</div> |                          |           | 20     |
| Judge’s Signature  | <input type="checkbox"/> |           |        |
| Tabulator’s Initials   | <input type="checkbox"/> | SUB SCORE | 0      |

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Utah High School Activities Association

2025 SIDELINE-TIMEOUT DANCE  
CROWD ENGAGEMENT/OVERALL



Perform your favorite timeout dance with emphasis on crowd engagement using crowd leading or entertainment.

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Total Team Members =

| CROWD ENGAGEMENT/OVERALL EFFECT  |                          | RATING    | TOTALS |
|--|--------------------------|-----------|--------|
| <div><div><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance</div><div>Boxes are only checked when skill was done in a superior way</div></div> <div><div><div><div><input type="checkbox"/> Ability to Engage Crowd with Crowd Leading or Entertainment</div><div><input type="checkbox"/> Energy</div><div><input type="checkbox"/> Eye Contact/Confidence</div></div><div><div><input type="checkbox"/> Facial Expressions</div><div><input type="checkbox"/> Use of Squad</div><div><input type="checkbox"/> Visual Effects</div><div><input type="checkbox"/> Whole Body Showmanship</div></div></div><div><div>Superior 34 – 40</div><div>Excellent 27 – 33</div><div>Outstanding 20 – 26</div><div>Below 0 – 19</div></div></div> |                          |           |        |
| COMMENTS   |                          |           | 40     |
| Judge’s Signature  | <input type="checkbox"/> |           |        |
| Tabulator’s Initials   | <input type="checkbox"/> | SUB SCORE | 0      |

40

Utah High School Activities Association

2025 SIDELINE-TIMEOUT CHEER  
CHOREOGRAPHY



Your best sideline, crowd leading material. The use of signs, poms, flags, and megaphones are allowed.

revised 06/18/2024 ©

|   |                          | Total Team Members = |        |        |
|---|--------------------------|----------------------|--------|--------|
| CHOREOGRAPHY  |                          |                      | RATING | TOTALS |
| <div><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance<br/>Boxes are only checked when skill was done in a superior way</div> <div><div><input type="checkbox"/> Creativity</div><div><input type="checkbox"/> Continuity</div><div><input type="checkbox"/> Incorporation of Specialties to Lead the Crowd</div><div><input type="checkbox"/> Use of Floor</div><div><input type="checkbox"/> Use of Props/Poms</div></div> <div><div>Superior 18 – 20</div><div>Excellent 15 – 17</div><div>Outstanding 12 – 14</div><div>Below 0 – 11</div></div> |                          |                      |        |        |
|   |                          |                      |        |        |
|   | COMMENTS                 |                      |        | 20     |
|   |                          |                      |        |        |
| Judge’s Signature   | <input type="checkbox"/> |                      |        |        |
| Tabulator’s Initials  | <input type="checkbox"/> | SUB SCORE            | 0      |        |

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Utah High School Activities Association

2025 SIDELINE-TIMEOUT DANCE

EXECUTION

Perform your favorite timeout dance with emphasis on crowd engagement using crowd leading or entertainment.



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Total Team Members =

| EXECUTION   |                          | RATING    | TOTALS |
|---|--------------------------|-----------|--------|
| <div><div><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance</div><div>Boxes are only checked when skill was done in a superior way</div><div><div><div><input type="checkbox"/> Control</div><div><input type="checkbox"/> Spacing</div></div><div><div><input type="checkbox"/> Fluidity of Transitions</div><div><input type="checkbox"/> Squad Uniformity</div></div><div><div><input type="checkbox"/> Sharpness</div><div><input type="checkbox"/> Timing/Rhythm</div></div></div><div><div>Superior34 – 40</div><div>Excellent27 – 33</div><div>Outstanding20 – 26</div><div>Below0 – 19</div></div></div> |                          |           |        |
| COMMENTS  |                          |           | 40     |
| Judge’s Signature   | <input type="checkbox"/> |           |        |
| Tabulator’s Initials  | <input type="checkbox"/> | SUB SCORE | 0      |

40

Utah High School Activities Association

2025 SIDELINE-TIMEOUT CHEER

EXECUTION

Your best sideline, crowd leading material. The use of signs, poms, flags, and megaphones are allowed.



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Total Team Members =

| EXECUTION   |                          | RATING    | TOTALS |
|---|--------------------------|-----------|--------|
| <div><div><input checked="" type="checkbox"/> Checked Box Denotes Superior Performance</div><div>Boxes are only checked when skill was done in a superior way</div><div><div><div><input type="checkbox"/> Angles &amp; Placement</div><div><input type="checkbox"/> Sharpness/Precision</div><div><input type="checkbox"/> Spacing</div></div><div><div><input type="checkbox"/> Squad Uniformity</div><div><input type="checkbox"/> Timing/Rhythm</div><div><input type="checkbox"/> Transitions</div></div></div><div><div>Superior34 – 40</div><div>Excellent27 – 33</div><div>Outstanding20 – 26</div><div>Below0 – 19</div></div></div> |                          |           |        |
| COMMENTS  |                          |           | 40     |
| Judge’s Signature   | <input type="checkbox"/> |           |        |
| Tabulator’s Initials  | <input type="checkbox"/> | SUB SCORE | 0      |

40





Total Team Members =

All categories are based on MAJORITY 50% or more of the team =

| DIFFICULTY   |  | EXECUTION  | TOTALS |
|--|--|--|--------|
| <b>JUMPS</b>   | <b>STANDARD = 1 pt.</b><br><input type="checkbox"/> Single Toe Touch<br><b>ELITE = 2 pts.</b><br><input type="checkbox"/> Double Toe Touch<br><input type="checkbox"/> Two Consecutive with Variety<br><b>COMMENTS</b>   | <input checked="" type="checkbox"/> <b>Checked Box Denotes Superior Performance</b><br>Boxes are only checked when skill was done in a superior way<br><input type="checkbox"/> Form and Height<br><input type="checkbox"/> Proper Technique<br><input type="checkbox"/> Synchronization   |        |
|  |  |  |        |
|  | 2  | 3  | 5      |
|  |  |  |        |
| * Must do Running Tumbling AND Standing Tumbling to get your difficulty max.<br>** If you have skills from multiple levels, the highest point value will be awarded when the skill is at the same time and in the same phrase. |  |  |        |
| <b>GROUP RUNNING TUMBLING</b>  | <b>STANDARD = 1 pt.</b><br><input type="checkbox"/> Running Back Handspring(s)<br><b>INTERMEDIATE = 2 pts.</b><br><input type="checkbox"/> Round Off into Tuck<br><input type="checkbox"/> Cartwheel Tuck<br><b>ADVANCED = 3 pts.</b><br><input type="checkbox"/> Running Tumbling into Tuck<br><b>SUPERIOR = 4 pts.</b><br><input type="checkbox"/> Running Tumbling into Layout<br><b>ELITE = 5 pts.</b><br><input type="checkbox"/> Running Tumbling into Full<br><input type="checkbox"/> Cartwheel into Full<br><b>COMMENTS</b> | <b>EXECUTION</b><br><input checked="" type="checkbox"/> <b>Checked Box Denotes Superior Performance</b><br>Boxes are only checked when skill was done in a superior way<br><input type="checkbox"/> Perfection of Skill<br><input type="checkbox"/> Proper Form<br><input type="checkbox"/> Proper Technique<br><input type="checkbox"/> Synchronization |        |
|  |  |  |        |
|  | 5  |  |        |
|  |  |  |        |
| <b>GROUP STANDING TUMBLING</b>   | <b>STANDARD = 1 pt.</b><br><input type="checkbox"/> Standing Back Handspring(s)<br><b>INTERMEDIATE = 2 pts.</b><br><input type="checkbox"/> Standing Tumbling into Tuck<br><b>ADVANCED = 3 pts.</b><br><input type="checkbox"/> Standing Tuck<br><b>SUPERIOR = 4 pts.</b><br><input type="checkbox"/> Standing Tumbling into Layout<br><input type="checkbox"/> Toe Touch Tuck<br><b>ELITE = 5 pts.</b><br><input type="checkbox"/> Standing Tumbling into Full<br><input type="checkbox"/> Standing Full<br><b>COMMENTS</b>         | <b>EXECUTION</b><br><input checked="" type="checkbox"/> <b>Checked Box Denotes Superior Performance</b><br>Boxes are only checked when skill was done in a superior way<br><input type="checkbox"/> Perfection of Skill<br><input type="checkbox"/> Proper Form<br><input type="checkbox"/> Proper Technique<br><input type="checkbox"/> Synchronization |        |
|  |  |  |        |
|  | 5  | 10   | 20     |
|  |  |  |        |

|                      |  |                          |  |   |
|----------------------|--|--------------------------|--|---|
| DANCE                | DANCE  |                          | <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance |   |
|                      | <input type="checkbox"/> Change of Pace  |                          | <input type="checkbox"/> Body Placement                                      |   |
|                      | <input type="checkbox"/> Creativity  |                          | <input type="checkbox"/> Sharpness   |   |
|                      | <input type="checkbox"/> Level Change and Two or More Formations   |                          | <input type="checkbox"/> Synchronization                                     |   |
|                      |  |                          | <input type="checkbox"/> Technique   |   |
|                      | COMMENTS   | 2                        | 3  | 5 |
| OVERALL              | OVERALL IMPRESSION OF JUMPS, TUMBLING & DANCE  |                          |  |   |
|                      | <i>*Routine goes above and beyond*</i><br><i>(Examples, but not limited too: Visuals, Using whole team of athletes vs majority, Using extra skills on top of majority difficulty skills, Use of specialty skills, exceptional athleticism, executes more skills than minimum required to max out difficulty score)</i> |                          |  |   |
|                      | COMMENTS   |                          |  | 5 |
| Judge's Signature    |  | <input type="checkbox"/> |  |   |
| Tabulator's Initials |  | <input type="checkbox"/> | SUB SCORE  | 0 |

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Utah High School Activities Association

2025 SAFETY COMPOSITE SHEET (Penalty)



revised 06/18/2024 ©

UTAH CHEER TIMING VIOLATION

|               |  |
|---------------|--|
| ENTRANCE TIME |  |
| ROUTINE TIME  |  |
| EXIT TIME     |  |

QTY = Number of deductions in each section

|        | QTY | TOTAL |
|--------|-----|-------|
| 2pts x |     | 0     |

COMMENTS

NFHS VIOLATIONS

If the penalty judge feels that a team does not have a clear understanding of the safety rules, due to excessive rule infractions, they can disqualify the team.

|        | QTY | TOTAL |
|--------|-----|-------|
| 2pts x |     | 0     |

| Rule | Page | Comments |
|------|------|----------|
|      |      |          |
|      |      |          |
|      |      |          |

NFHS MINOR VIOLATIONS

eg/ boundary violations, stepping on signs or poms, discarding poms or signs, etc.

|          | QTY | TOTAL |
|----------|-----|-------|
| 0.5pts x |     | 0     |

COMMENTS

UTAH CHEER GENERAL RULES VIOLATIONS

eg/ disrupting the flow, turn sequence, tumbling in non-tumbling, etc.

|        | QTY | TOTAL |
|--------|-----|-------|
| 2pts x |     | 0     |

COMMENTS

TOTAL PENALTY DEDUCTIONS

0

|                      |                          |
|----------------------|--------------------------|
| Judge’s Signature    | <input type="checkbox"/> |
| Tabulator’s Initials | <input type="checkbox"/> |



revised 08/02/2024 ©

| DIFFICULTY |   | EXECUTION   |    |
|------------|---|---|----|
| STUNTS     | <div>STANDARD</div> <div><div><div><input type="checkbox"/> Basket with Straight Ride</div><div><input type="checkbox"/> Double Base Full Up to Prep</div><div><input type="checkbox"/> Full Up to Prep Two Feet/Single Leg</div><div><input type="checkbox"/> Half Up to Prep/Extended</div><div><input type="checkbox"/> Non-Release Full Up Prep/Extended</div><div><input type="checkbox"/> Prep Level Single Leg (all body positions)</div><div><input type="checkbox"/> Single Base Skills Single Leg Prep</div><div><input type="checkbox"/> Single Base Skills Two Foot Prep</div><div><input type="checkbox"/> Straight up to Single Leg (from ground or prep, all body positions)</div><div><input type="checkbox"/> Switch Up to Prep</div><div><input type="checkbox"/> Two Foot Extension</div><div><input type="checkbox"/> Two Foot Prep Level</div></div><div>3+ Checks = 4 pts.<br/>2 Checks = 3 pts.<br/>1 Check = 2 pts.</div></div>   | <div>All categories are based on <b>MAJORITY</b><br/>(Majority = 50% or more of the team)</div> <div>Total Team Members = <div></div></div> <div>Majority = <div></div></div> <div>Group Stunts = <div></div></div> <div>Single Base Stunts = <div></div></div> <div>ELITE Pyramid Majority (if needed) = <div></div></div> |    |
|            | <div>SUPERIOR</div> <div><div><div><input type="checkbox"/> Basket with one or more skills</div><div><input type="checkbox"/> Full Release Inversion to Prep</div><div><input type="checkbox"/> Full Release Shoulder Inversion to Extended</div><div><input type="checkbox"/> Full Up to Extended Two Feet</div><div><input type="checkbox"/> Full Up to Lib</div><div><input type="checkbox"/> Half Up Switch Up</div><div><input type="checkbox"/> High to High Lib</div><div><input type="checkbox"/> Prep Full Around to Prep</div><div><input type="checkbox"/> Prep to Extended Full Around Two Feet</div><div><input type="checkbox"/> Single Base Two Feet Extended</div><div><input type="checkbox"/> Switch Up Extended Single Leg (all body positions)</div></div><div>3+ Checks = 7 pts.<br/>2 Checks = 6 pts.<br/>1 Check = 5 pts.</div></div>  |   |    |
|            | <div>ELITE</div> <div><div><div><input type="checkbox"/> Continuous Tick Series (two or more with variety) ends at extended</div><div><input type="checkbox"/> Double Up to Extended</div><div><input type="checkbox"/> Full Release Inversion from Ground to Extension</div><div><input type="checkbox"/> Full Release Inversion with Rotation</div><div><input type="checkbox"/> Full Up to Single Leg Extended (with immediate body position)</div><div><input type="checkbox"/> Full Up Switch Up Extended</div><div><input type="checkbox"/> Hand in Hand to Extended</div><div><input type="checkbox"/> High to High Full Around Extended</div><div><input type="checkbox"/> High to High Tick (with body position)</div><div><input type="checkbox"/> 1 1/2 Full Up to Extended</div><div><input type="checkbox"/> Prep to Extended Full Around Single Leg (all body positions)</div><div><input type="checkbox"/> Single Base Skills Single Leg Extended</div><div><input type="checkbox"/> Tick Full Around</div></div><div>3+ Checks = 10 pts.<br/>2 Checks = 9 pts.<br/>1 Check = 8 pts.</div></div> |   |    |
|            | <div>COMMENTS</div>   | 10  | 15 |
| PYRAMIDS   | <div>STANDARD = 1 pt.</div> <div><div><div><input type="checkbox"/> Braced structure(s) with or without level change or transitions.</div></div></div>  | <div><input type="checkbox"/> Braced Structures</div>   |    |
|            | <div>SUPERIOR = 3 pts.</div> <div><div><div><input type="checkbox"/> Two or more transitions and structures from Superior Stunt box, with less than 50% of group stunt majority top girls involved in superior skills or transitions.<br/>(example: Majority group stunt number is 4, uses less than 3 groups involved)</div></div></div>   | <div><input type="checkbox"/> Execution</div> <div><input type="checkbox"/> Technique</div>   |    |
|            | <div>ELITE = 5 pts.</div> <div><div><div>ELITE Pyramid Majority (if needed) =</div><div><input type="checkbox"/> Two or more elite transitions and elite structures with variety from Elite Stunt box, using more than 50% of group stunt majority top girls involved in elite skills or transitions.<br/>(example: Majority group stunt number is 4 = 3 groups involved)</div></div></div>   | <div><input type="checkbox"/> Two or MORE Transitions</div>   |    |
|            | <div>COMMENTS</div>   | 5   | 10 |

|                      |   |           |   |
|----------------------|---|-----------|---|
| OVERALL              | OVERALL IMPRESSION OF STUNTS & PYRAMIDS   |           |   |
|                      | *Routine goes above and beyond*   |           |   |
|                      | (Examples, but not limited too: Visuals, Transitions, Dismounts, Variety, Using whole team of stunt groups vs majority, Whole team executing same difficulty, Use of Co-Ed Skills in Co-Ed Category, Executes more skills than minimum required to max out difficulty score.) |           |   |
|                      | COMMENTS  |           |   |
|                      |   |           | 5 |
| Judge's Signature    | <input type="checkbox"/>  |           |   |
| Tabulator's Initials | <input type="checkbox"/>  | SUB SCORE | 0 |

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| DIFFICULTY                               |  | EXECUTION   |  |  |
|--|--|---|--|--|
| STANDARD                                 | <input type="checkbox"/> Basket Straight Ride<br><input type="checkbox"/> Half Up to Prep<br><input type="checkbox"/> Prep Level Single Leg (all body positions)<br><input type="checkbox"/> Two Foot Extension<br><input type="checkbox"/> Two Foot Prep Level  | 3+ Checks = 4 pts.<br>2 Checks = 3 pts.<br>1 Check = 2 pts.   | All categories are based on <b>MAJORITY</b><br>(Majority = 40% or more of the team)<br><br>Total Team Members = <input type="text"/><br>Majority = <input type="text"/><br>Group Stunts = <input type="text"/><br>Single Base Stunts = <input type="text"/><br>ELITE Pyramid Majority (if needed) = <input type="text"/> |  |
|  | SUPERIOR <input type="checkbox"/> Basket with One Skill (including ball x)<br><input type="checkbox"/> Double Base Full Up to Prep<br><input type="checkbox"/> Full Release Inversion to Prep<br><input type="checkbox"/> Full Up to Prep Two Feet/Single Leg<br><input type="checkbox"/> Half Up Extension<br><input type="checkbox"/> Non-Release Full Up to Prep<br><input type="checkbox"/> Non-Release Full Up to Extension<br><input type="checkbox"/> Single Base Skills Single Leg Prep<br><input type="checkbox"/> Single Base Skills Two Foot Prep<br><input type="checkbox"/> Straight Up to Single Leg Lib (from ground or prep)<br><input type="checkbox"/> Switch Up to Prep   |   |  | 3+ Checks = 7 pts.<br>2 Checks = 6 pts.<br>1 Check = 5 pts.  |
|  | ELITE <input type="checkbox"/> Full Release Inversion Extended<br><input type="checkbox"/> Full Up to Extended Two Feet<br><input type="checkbox"/> Full Up to Single Leg Extended (all body)<br><input type="checkbox"/> Half Up Switch Up Extended<br><input type="checkbox"/> High to High (all body)<br><input type="checkbox"/> Kick Full Basket<br><input type="checkbox"/> Prep Full Around to Prep<br><input type="checkbox"/> Prep to Extended Full Around (Two Feet/Single Leg)<br><input type="checkbox"/> Single Base Skills Extended (Two Feet/Single Leg)<br><input type="checkbox"/> Straight Up Single Leg Extended (with immediate body position, no lib)<br><input type="checkbox"/> Switch Up to Single Leg Extended (all body) |   |  | 3+ Checks = 10 pts.<br>2 Checks = 9 pts.<br>1 Check = 8 pts. |
|  | COMMENTS   |   |  | 10   |
|  |  | 15  | 25   |  |
| PYRAMIDS<br>total majority still applies | STANDARD = 1 pt.   | <input type="checkbox"/> Braced structure(s) with or without level change or transitions.   | <input type="checkbox"/> Braced Structures<br><input type="checkbox"/> Execution<br><input type="checkbox"/> Technique<br><input type="checkbox"/> Two or MORE Transitions   |  |
|  | SUPERIOR = 3 pts.  | Two or more transitions and structures from Superior Stunt box, with less than 50% of group stunt majority top girls involved in superior skills or transitions.<br>(example: Majority group stunt number is 4, uses less than 3 groups involved)       |  | ELITE Pyramid Majority (if needed) = <input type="text"/>    |
|  | ELITE = 5 pts.   | Two or more elite transitions and elite structures with variety from Elite Stunt box, using more than 50% of group stunt majority top girls involved in elite skills or transitions.<br>(example: Majority group stunt number is 4 = 3 groups involved) |  |  |
|  | COMMENTS   | 5   |  |  |
|  |  | 10  | 15   |  |
| OVERALL                                  | OVERALL IMPRESSION OF STUNTS & PYRAMIDS  |   |  |  |
|  | *Routine goes above and beyond*<br>(Examples, but not limited too: Visuals, Transitions, Dismounts, Variety, Using whole team of stunt groups vs majority, Whole team executing same difficulty, Use of Co-Ed Skills in Co-Ed Category, Executes more skills than minimum required to max out difficulty score.)<br>COMMENTS   |   |  |  |
|  |  | 5   |  |  |
| Judge's Signature                        | <input type="checkbox"/>   |   |  |  |
| Tabulator's Initials                     | <input type="checkbox"/>   |   |  |  |
|  |  | SUB SCORE   | 0  |  |



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| DIFFICULTY   |  | EXECUTION                              |   |
|--|--|--|---|
| <p><i>* If you have skills included from multiple levels, the points with the highest value will be awarded.</i></p> <p><i>** Stunting is a required skill in the cheer caption and must be used to lead the crowd.</i></p> <p><i>*** Any of the skills in each level can earn difficulty points.</i></p>  |  |  |   |
| CHEER  | <b>STANDARD</b><br><input type="checkbox"/> Half Up to Prep/Extended<br><input type="checkbox"/> Non-Release Full Up to Prep/Extended<br><input type="checkbox"/> Prep Level Libs<br><input type="checkbox"/> Prep Level Stunts<br><input type="checkbox"/> Two Foot Extensions                            | 2 Checks = 6 pts.<br>1 Check = 5 pts.  | <p><i>All categories are based on <b>MAJORITY</b></i><br/><i>(Majority = 50% or more of the team)</i></p> <p><b>Total Team Members =</b> <input type="text"/></p> <p><b>Majority =</b> <input type="text"/></p> <p><b>Group Stunts =</b> <input type="text"/></p> <p><b>Single Base Stunts =</b> <input type="text"/></p> |
|  | <b>SUPERIOR</b><br><input type="checkbox"/> Full Ups that end in Prep<br><input type="checkbox"/> Prep to Full Arounds that end in Prep<br><input type="checkbox"/> Single Base Stunts that end in Prep<br><input type="checkbox"/> Straight Up to Single Leg Lib Extended<br><i>(from ground or prep)</i> | 2 Checks = 8 pts.<br>1 Check = 7 pts.  |   |
|  | <b>ELITE</b><br><input type="checkbox"/> Full Ups that end in Extended<br><input type="checkbox"/> Prep Full Arounds that end in Extended<br><input type="checkbox"/> Single Base Stunts that end in Extended<br><input type="checkbox"/> Switch Libs to Extended  | 2 Checks = 10 pts.<br>1 Check = 9 pts. |   |
|  | <b>COMMENTS</b>  |  |   |
|  | 10   |  |   |
| <b>CHEER EXECUTION</b>   |  |  |   |
| <b>CROWD LEADING</b><br><input checked="" type="checkbox"/> <b>Checked Box Denotes Superior Performance</b><br><i>Boxes are only checked when skill was done in a superior way</i>   |  |  |   |
| <div><div><input type="checkbox"/> Ability and Energy to Lead the Crowd<br/><input type="checkbox"/> Overall Crowdleaving Effectiveness<br/><input type="checkbox"/> Precision of Props and Motions</div><div><input type="checkbox"/> Proper Use of Props/Poms<br/><input type="checkbox"/> Proper Use of Skills to Lead the Crowd<br/><input type="checkbox"/> Timing/Uniformity<br/><input type="checkbox"/> Voice Projection, Pitch, Pace and Flow</div></div> |  |  |   |
| <b>COMMENTS</b> 15   |  |  |   |
| <b>STUNT EXECUTION</b>   |  |  |   |
| <b>SKILLS INCORPORATED</b><br><input checked="" type="checkbox"/> <b>Checked Box Denotes Superior Performance</b><br><i>Boxes are only checked when skill was done in a superior way</i>   |  |  |   |
| <div><div><input type="checkbox"/> Incorporation of Co-Ed Skills <i>(if applicable)</i><br/><input type="checkbox"/> Proper Synchronization between Groups</div><div><input type="checkbox"/> Proper Technique<br/><input type="checkbox"/> Spacing</div></div>  |  |  |   |
| <b>COMMENTS</b> 10   |  |  |   |
| Judge's Signature  |  | <input type="checkbox"/>               |   |
| Tabulator's Initials   |  | <input type="checkbox"/>               | <b>SUB SCORE</b> 0  |