



BIG SOUTH YOUTH CHEERLEADING LEAGUE

RECREATIONAL CHEER JUDGING SHEET

Team Name: _____

Division: _____ Judge: _____

Crowd Leading – 10 Points Points Score

Crowd Effective Material & Motion Technique

5

Ability to Lead the Crowd & Proper Use of Signs, Pom
or Megaphones

5

NOTES:

Skill Incorporation – 15 Points Points Score

Execution - Proper Technique, Synchronization & Spacing 10 Proper

Use of Skills to Lead the Crowd 5 NOTES:

Category Impression – 5 Points Points Score

Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills

5

NOTES:

Total Possible	30	
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BIG SOUTH YOUTH CHEERLEADING LEAGUE

BUILDING JUDGING SHEET

Team Name:_____

Division:_____ **Judge:**_____

Partner Stunts – 25 Points Points Score		
Perfection of Skill - Proper Technique, Synchronization & Spacing	15	
Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety	10	
NOTES:		
Pyramids – 25 Points Points Score		
Perfection of Skill - Proper Technique, Synchronization & Spacing 15		

Difficulty - Level of Skill, Number of Stunts Performed,

10

Number of Bases Used, Creativity, Transitions & Variety

NOTES:

Total Possible 50



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OVERALL JUDGING SHEET

Team Name: _____

Division: _____ **Judge:** _____

Standing / Running Group Tumbling – 10 Points Points Score

Perfection of Skill - Proper Technique, Form & Synchronization	5	
Difficulty - Level of Skill & Number of Skills Performed	5	
NOTES:		

Jumps – 5 Points Points Score

Perfection of Skill - Proper Technique, Form, Height,

3

Synchronization

Difficulty - Type of Jump(s), Connections / Combos or Variety 2

NOTES:

Category Impression – 5 Points Points Score

Overall Choreography, Motions/Dance, Visual Appeal,
Flow, Formations & Transitions

5

NOTES:



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DEDUCTIONS

Team Name: _____

Division: _____ Judge: _____

Deduction Name	Value	# of Occurrence	# of Warnings	Score
Athlete Fall (AF)	0.15			0
Major Athlete Fall (MAF)	0.25			0
Building Bobble (BB)	0.25			0
Building Fall (BF)	0.75			0

Major Building Fall (MBF)	1.25			0
Boundary Violation	0.05			0
Time Limit Violation	0.05			0
Out of Level Tumbling	0.05			0
Building Out of Level	0.1			0
Building All Level Rules	0.5			0
Uniform Violation	0.1			0
Jewelry Violation	0.1			0

Comments: