



**CHEERLEADING STATE COMPETITION
GAME DAY CHEER DIVISON**

TEAM NAME _____ JUDGE NO. _____

COMMUNICATION

15 POINTS

A. Practicality of Material

5 pts _____

B. Voice, Eye Contact, Facial Expressions

10 pts _____

MATERIAL

- Too wordy
- Good crowd work
- Good use of signs
- Clarity
- Ineffective crowd work

EYE CONTACT/FACIAL EXPRESSIONS

- Good expressions
- Expressions overdone
- More smiles

VOICE

- Strong voice
- Be louder
- Make words natural

FUNDAMENTAL SKILLS

45 POINTS

A. Motions

15 pts _____

B. Tumbling

10 pts _____

C. Jumps

10 pts _____

D. Partner Stunts/Pyramids

10 pts _____

MOTIONS

- Good execution
- Improve landings
- Improve height
- Point toes

JUMPS

- Good execution
- Improve landings
- Improve height
- Point toes

TUMBLING

- Good execution
- Improve landings
- More tumbling
- Hands down
- Bent legs
- Legs apart

**PARTNER STUNTS/
PYRAMIDS**

- Good execution
- Include more transitions
- Good dismounts
- Good variety
- Dismounts shaky
- Pyramids shaky
- Stunt sync on
- Falls

GROUP TECHNIQUES

20 POINTS

A. Synchronization

10 pts _____

B. Formations & Spacing

10 pts _____

SYNCHRONIZATION OFF

- Tumbling
- Stunts
- Motions
- Jumps
- Cheer

FORMATIONS & SPACING

- Good formations
- Watch spacing
- Need variety of formations
- Smooth transitions

OVERALL EFFECT

10 POINTS

Crowd appeal

10 pts _____

- Good creativity
- Solid/clean routine
- Slow routine

- Visually creative transitions
- Good use of squad skills

SPORTSMANSHIP

10 POINTS

10 pts _____

- Slashing
- Taunting
- Excessive celebration

- Genuine enthusiasm
- Natural facial expressions
- Positive material

TOTAL POINTS _____

COMMENTS:

**See Technical Scoresheet for additional deductions*



CHEERLEADING STATE COMPETITION
ROUTINE DIVISION

- 1A Routine
- 2A Routine
- 3A Routine

TEAM NAME _____ **JUDGE NO.** _____

COMMUNICATION

10 POINTS
 Voice, Eye Contact,
 Facial Expressions
 10 pts _____

MATERIAL

- Too wordy
- Good crowd work
- Good use of signs
- Clarity

EYE CONTACT/FACIAL EXPRESSIONS

- Good expressions
- Expressions overdone
- More smiles

VOICE

- Strong voice
- Be louder
- Make words natural

FUNDAMENTAL SKILLS

50 POINTS

A. Motions/Dance

7 pts Difficulty _____
 3 pts Execution _____

B. Tumbling

7 pts Difficulty _____
 3 pts Execution _____

C. Jumps

7 pts Difficulty _____
 3 pts Execution _____

D. Partner Stunts

7 pts Difficulty _____
 3 pts Execution _____

E. Pyramids

7 pts Difficulty _____
 3 pts Execution _____

MOTIONS/DANCE

- Good motion execution
- Good dance execution
- Good choreography
- Add more variety
- Inappropriate dance
- Levels off
- Isolate motions
- Improper wrist

TUMBLING

- Good execution
- Improve landings
- Include more tumbling
- Hands down
- Bent legs
- Legs apart

JUMPS

- Good execution
- Improve landings
- Improve height
- Point toes

PARTNER STUNTS

- Good execution
- Good dismounts
- Good variety
- Dismounts shaky
- Include more transitions
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- Falls

PYRAMIDS

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- Genuine enthusiasm
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- Positive material

TOTAL POINTS _____

COMMENTS:

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CHEERLEADING TECHNICAL SCORESHEET

School _____

Division _____

IESA CONTEST RULES	TIME AND/OR EXPLANATION	POINT DEDUCTION
TIME Game Day Cheer 1:15 minute Routine 1:30 - 3 minutes		1-point deduction
ROUTINE ONLY - MUSIC TIME Must not exceed 2 minutes		1-point deduction
BOUNDARY INFRACTION One foot or hand over boundary line		1-point deduction (per incident)
MAJOR NFHS Rule Infraction	NFHS Rule _____	5-point deduction
MINOR NFHS Rule Infraction Jewelry, Apparel, Glitter, Braces/Supports	NFHS Rule _____	2-point deduction (per incident)
PYRAMID COLLAPSE		2-point deduction (per incident)
MISSED SKILL EXAMPLES - stunt or mount comes down, tumbling lands on knees or back		1-point deduction (per incident)
INCOMPLETE SKILL EXAMPLE- hands touch down on tumbling		0.5-point deduction (per incident)
		TOTAL DEDUCTIONS

WARNING(S):

COMMENT(S):

Judges' Initials: