

UNIVERSAL CHEERLEADERS ASSOCIATION JUDGING SHEET



A VARSITY BRAND

EVENT NAME: _____ JUDGE NO _____

TEAM NAME: _____ DIVISION _____

CHEER SECTION – 35 POINTS POSSIBLE

CROWD LEADING 15 POINTS _____

Crowd Effective Material (Easy to Follow, Encourages Crowd Participation) (10)
Use of Motions to Lead the Crowd (5)

INCORPORATIONS 15 POINTS _____

Proper use of Skills to Effectively Lead the Crowd (5)
Use of Signs or Poms or Megaphones (5)
Execution / Technique of Incorporations (5)

OVERALL CHEER IMPRESSION 5 POINTS _____

MUSIC SECTION – 55 POINTS POSSIBLE

PARTNER STUNTS

EXECUTION / TECHNIQUE - Form, Synchronization, Spacing 10 POINTS _____

DIFFICULTY - Level of Skill, Number of Bases, Transitions, Variety 10 POINTS _____
(Coed Divisions – unassisted vs. assisted coed stunts)

PYRAMIDS

EXECUTION / TECHNIQUE - Form, Synchronization, Spacing 10 POINTS _____

DIFFICULTY - Level of Skill, Number of Bases, Transitions, Variety 5 POINTS _____

TUMBLING

EXECUTION / TECHNIQUE - Form, Synchronization, Spacing 5 POINTS _____

DIFFICULTY – Synchronized Squad Tumbling, Level of Skill, Transitions 5 POINTS _____

JUMPS

EXECUTION / TECHNIQUE - Form, Synchronization, Spacing 5 POINTS _____

Synchronized Squad Jumps, Jump Technique, Type of Jump, Synchronization, Spacing

DANCE

EXECUTION / TECHNIQUE - Form, Synchronization, Spacing 5 POINTS _____

Sharpness, Motion Placement, Synchronization, Spacing

OVERALL PRESENTATION – 10 POINTS POSSIBLE

OVERALL EFFECT 10 POINTS _____

Choreography, Transitions, Flow of Routine, Visual Appeal
Age-Appropriate Material, Music Selection, Natural Appearance

100 POINTS POSSIBLE

TOTAL _____