



**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
- Stunt sync on
- Falls

**PYRAMIDS**

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

**GROUP TECHNIQUES**

**20 POINTS**

**A. Synchronization**

10 pts \_\_\_\_\_

**B. Formations & Spacing**

10 pts \_\_\_\_\_

**SYNCHRONIZATION OFF**

- Tumbling
- Stunts
- Dance
- 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 TECHNICAL SCORESHEET

School \_\_\_\_\_

Division \_\_\_\_\_

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

WARNING(S):

COMMENT(S):

Judges' Initials: