

# SCHOOL & YOUTH REC SCORE SHEET CLARIFICATIONS

## MUSIC SECTION

### JUMPS

Jumps **must** be performed in the music section of a routine in order to get credit for jumps performed.

The words listed below the category are only a description of skills that will be scored, not requirements. Synchronized Squad Jumps, Proper Technique, Synchronization, and Level of Skill are listed first, as they are the most important elements taken into consideration. The remaining items listed below the category, although not required, will be taken into account when scoring.

Please note that teams are not required to do jump combinations or tumbling/jump connections in order to score the maximum points. If a team performs a VERY well executed single skill, then the team *may* score higher than a team that performs a jump combination or tumbling/jump connection. To summarize, teams will be scored on how well they perform the jump skill that they choose to do. Teams should perfect the skills that they are most comfortable with and work on executing that jump skill perfectly.

## OVERALL PRESENTATION

### SCHOOL REPRESENTATION

Traditional School Image (Including: Natural Hair, Natural Make-up, and No Large Hair Accessories)

It is recommended that teams adhere to the description listed that explains Traditional School Image. (i.e., Natural Hair, Natural Make-up, and No Large Hair Accessories)

Make-up should not be excessive stage make-up. The use of eye shadow and blush needs to be moderate. Hair pieces and hair extensions should look natural and uniform. Bows and ribbons are acceptable as long as not placed on the front of the head.

# UNIVERSAL CHEERLEADERS ASSOCIATION JUDGING SHEET



A VARSITY BRAND

EVENT NAME: \_\_\_\_\_ JUDGE NO. \_\_\_\_\_ TEAM 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 of Incorporations (5)

**OVERALL CHEER IMPRESSION** 5 POINTS \_\_\_\_\_

## MUSIC SECTION – 55 POINTS POSSIBLE

### PARTNER STUNTS

**EXECUTION** - Proper 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** - Proper Technique, Form, Synchronization, Spacing 10 POINTS \_\_\_\_\_

**DIFFICULTY** - Level of Skill, Number of Bases, Transitions, Variety 5 POINTS \_\_\_\_\_

### TUMBLING

**EXECUTION** - Proper Technique, Form, Synchronization, Spacing 5 POINTS \_\_\_\_\_

**DIFFICULTY** – Synchronized Squad Tumbling, Level of Skill, Transitions 5 POINTS \_\_\_\_\_

### JUMPS

**EXECUTION** - Synchronized Squad Jumps, Jump Technique, Type of Jump, Synchronization, Spacing 5 POINTS \_\_\_\_\_

### DANCE

Sharpness, Motion Placement, Synchronization, Spacing 5 POINTS \_\_\_\_\_

## 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** \_\_\_\_\_

# UNIVERSAL CHEERLEADERS ASSOCIATION NON BUILDING JUDGING SHEET



A VARSITY BRAND

EVENT NAME: \_\_\_\_\_ JUDGE NO. \_\_\_\_\_ TEAM 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 of Incorporations (5)

**OVERALL CHEER IMPRESSION** 5 POINTS \_\_\_\_\_

## MUSIC SECTION – 55 POINTS POSSIBLE

**STANDING TUMBLING**

**EXECUTION** - Proper Technique, Form, Synchronization, Spacing 10 POINTS \_\_\_\_\_

**DIFFICULTY** – Synchronized Squad Tumbling, Level of Skill, Transitions 5 POINTS \_\_\_\_\_

**RUNNING TUMBLING**

**EXECUTION** - Proper Technique, Form, Synchronization, Spacing 10 POINTS \_\_\_\_\_

**DIFFICULTY** – Synchronized Passes, Level of Skill, Transitions 5 POINTS \_\_\_\_\_

**JUMPS** 10 POINTS \_\_\_\_\_

Execution of Group Jumps, Difficulty (Type of Jump, Jump Combinations, Tumbling/Jump Connections), Proper Technique, Synchronization, Spacing

**DANCE** 10 POINTS \_\_\_\_\_

Dance Technique, Sharpness, Motion Placement, Timing, Spacing

**TRANSITIONS** 5 POINTS \_\_\_\_\_

Spacing, Variety, Creativity, Movement

## OVERALL PRESENTATION – 10 POINTS POSSIBLE

**OVERALL EFFECT** 10 POINTS \_\_\_\_\_

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

**100 POINTS POSSIBLE** **TOTAL** \_\_\_\_\_