

1 Suffolk County Cheerleading Judging Sheet



Team Name: _____

Date: _____

Division: _____

Host Site: _____

Judge Name: _____

Partner Stunts – (25 Points)		Points	Score
Perfection of Skill - Proper Technique, Synchronization & Spacing		15	
Difficulty- Level of Skills, Number of Stunts Performed, Number of Bases Used, Transitions & Variety		10	
Pyramids – (15 Points)		Points	Score
Perfection of Skill - Proper Technique, Synchronization & Spacing		10	
Difficulty- Level of Skills, Number of Stunts Performed, Number of Bases Used		5	
Category Impression - (5 Points)		Points	Score
Skill Creativity, Formations & Transitions in Building Skills		5	
Total		Possible	45

2 Suffolk County Cheerleading Judging Sheet



Team Name: _____

Date: _____

Division: _____

Host Site: _____

Judge Name: _____

Crowd Leading - (15 Points)		Points	Score
Crowd Effective Material - Voice, Pace & Flow		5	
Ability & Energy to Lead the Crowd		5	
Proper Use of Signs, Poms or Megaphones & Motion Technique		5	
Skill Incorporation - (15 Points)		Points	Score
Proper Use of Skills to Lead the Crowd		5	
Execution - Proper Technique, Synchronization & Spacing		10	
Category Impression - (5 Points)		Points	Score
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills		5	
Total		Possible	35

3 Suffolk County Cheerleading Judging Sheet



Team Name: _____

Date: _____

Division: _____

Host Site: _____

Judge Name: _____

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	
Jumps - (3 Points)		Points	Score
Perfection of Skill – Proper Form, Height, Synchronization		2	
Difficulty – Type of Jump(s), Connections/Combos or Variety		1	
Dance - (2 Points)		Points	Score
Motions/Dance – Technique, Sharpness, Placement, Timing, Spacing Use of Levels, Overall Choreography & Visual Appeal		2	
Category Impression - (5 Points)		Points	Score
Overall Choreography, Visual Appeal, Flow, Formations & Transitions		5	
Total		Possible	20