

## UWCC CHEERLEADING SCORE SHEET VALUES

### JUDGING SHEET - ROUTINE

#### ***CHEER Score Sheet- 30 points***

##### **CROWD LEADING 10 POINTS**

*Note: Use of native language is encouraged.*

Crowd Effective material (5)

Ability & Energy to Lead the Crowd & Proper

Use of Signs, Poms or Megaphones (5)

##### **SKILL INCORPORATIONS 15 POINTS**

Proper Use of Skills to Lead the Crowd (5)

Execution - Proper Technique, Synchronization, & Spacing (10)

##### **OVERALL CHEER IMPRESSION 5 POINTS**

Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills (5)

#### ***BUILDING Score Sheet- 50 points***

##### **PARTNER STUNTS 25 POINTS**

Execution, Proper technique, Synchronization & Spacing (15)

Difficulty- Level of Skills, Number of Stunts & Number of Bases

(Coed Teams Only) Use of Coed Skills, Assisted vs. Unassisted (10)

##### **PYRAMIDS 25 POINTS**

Execution, Proper technique, Synchronization & Spacing (15)

Difficulty- Level of Skill, Number of Pyramids & Number of Bases (10)

#### ***OVERALL Score Sheet- 20 points***

##### **STANDING/RUNNING GROUP 10 POINTS**

##### **TUMBLING**

Execution, Proper Technique, Form & Synchronization (5)

Difficulty - Level of Skills & Number of Skills Performed in Groups (5)

##### **BASKET TOSSES 5 POINTS**

Proper Technique, Height & Form (3)

Type of Skill & Number of Tosses (2)

##### **ROUTINE OVERALL 5 POINTS**

Overall Choreography, Visual Appeal, Flow, Formations & Transitions (5)

##### **ROUTINE TOTAL 100 POINTS**

### JUDGING SHEET- GAME DAY

*Note: Spirit Program Day & Team Game Day are the same scoresheet with the exception that in "Overall Impression" of each element, the judges will also score based on "Integration & Coordination of all performers as 1 cohesive program, leaving a last impression while maintaining an overall university image of the performance"*

#### ***FIGHT SONG Score Sheet- 40 points\****

*Note: Use of native language is encouraged. (if applicable)*

##### **GAME DAY MATERIAL 10 POINTS**

Proper use of Material & Skills Relevant to Game Day Environment, Crowd Coverage, Spacing, Voice, Pace, Flow, Crowd Engagement (10)

##### **EXECUTION OF SKILLS 10 POINTS**

Technique, Stability, Synchronization and Spacing (10)

##### **MOTION TECHNIQUE 5 POINTS**

Motion Placement, Sharpness & Synchronization (5)

##### **CROWD LEADING TOOLS 5 POINTS**

Proper use of Signs, Poms, Megaphones, Rally Towels, and/or Flags

Sharpness and Synchronization (5)

##### **\*FIGHTSONG OVERALL IMPRESSION 10 POINTS**

Energy and Connection to the Crowd (10)

\*Sideline, Timeout & Fight Song Overall Impression will be averaged together.

#### ***SITUATIONAL SIDELINE Score Sheet- 40 points\****

*Note: Use of native language is encouraged.*

##### **GAME DAY MATERIAL 10 POINTS**

Proper use of Material & Skills Relevant to Game Day Environment

Crowd Coverage & Spacing, Voice, Pace, Flow, Crowd Engagement (10)

##### **EXECUTION OF SKILLS 10 POINTS**

Technique, Stability, Synchronization and Spacing (10)

##### **MOTION TECHNIQUE 5 POINTS**

Precision, Sharpness, Placement & Synchronization of motions (5)

##### **CROWD LEADING TOOLS 5 POINTS**

Proper use of Signs, Poms, Megaphones, Rally Towels, and/or Flags (5)

##### **\*SIDELINE OVERALL IMPRESSION 10 POINTS**

Ability to connect to the Crowd (10)

\*Sideline, Fight Song & Timeout Overall Impression will be averaged together.

#### ***GAME DAY TIMEOUT Score Sheet- 40 points\****

*Note: Use of native language is encouraged. (if applicable)*

##### **GAME DAY MATERIAL 10 POINTS**

Proper use of Material & Skills Relevant to Game Day Environment (10)

##### **EXECUTION OF SKILLS 10 POINTS**

Technique, Stability, Synchronization and Spacing (10)

##### **MOTION TECHNIQUE 5 POINTS**

Precision, Sharpness, Placement & Synchronization of motions (5)

##### **CROWD LEADING TOOLS 5 POINTS**

Proper use of Signs, Poms, Megaphones, Rally Towels, and/or Flags (5)

##### **\*GAME DAY TIMEOUT OVERALL IMPRESSION 10 POINTS**

Ability to connect with the Crowd (10)

\*Sideline, Timeout & Fight Song Overall Impression will be averaged together.

##### **GAME DAY TOTAL 100 POINTS**