

# B.I.C.Y.C.L

## CHEER JUDGING SHEET

Team No.

Judge No.

Team Name

Division

CHEER PORTION- 30 pts total		Points	Score
<b>Presentation of Material</b>		<b>5</b>	
volume, pace, and clarity of words or information for crowd coverage, correlation or words to school's name, mascot, colors			
<b>Motions</b>		<b>5</b>	
use motions to either: 1) lead crowd response (including props) 2) create visual interest			
<b>Skills</b>		<b>5</b>	
use of skills to 1) enhance the cheer and response 2) create visual interest that correlated to the words			
<b>Execution</b>		<b>10</b>	
how well the skills of the cheer are performed. Skills used are technically correct and strong, motions have correct placement and synch, words are easy to hear and understand			
<b>Overall</b>		<b>5</b>	
encompasses energy, facial expressions (natural), synchronization, spacing and overall skill level shown with stunts, motions, jumps, etc			

Music Portion- 70 pts total		Points	Score
<b>Partner Stunts-20 pts total</b>		<b>Points</b>	<b>Score</b>
<b>Execution</b>		<b>10</b>	
<b>Difficulty</b>		<b>10</b>	
<b>Pyramids-15 points total</b>		<b>Points</b>	<b>Score</b>
<b>Execution</b>		<b>10</b>	
<b>Difficulty</b>		<b>5</b>	
<b>Tumbling- 10 points</b>		<b>Points</b>	<b>Score</b>
<b>Running</b>		<b>5</b>	
<b>Standing</b>		<b>5</b>	
<b>Jumps- 10 points</b>		<b>Points</b>	<b>Score</b>
<b>Execution</b>		<b>5</b>	
<b>Difficulty</b>		<b>5</b>	
<b>Dance</b>		<b>10</b>	
<b>Overall Effect</b>		<b>5</b>	
flow, transitions, entertainment, correlation to music, performance of skills, ect			
<b>Total</b>		<b>Possible</b>	<b>Score</b>
		<b>100</b>	





