

Universal Cheerleaders Association

School / Rec Score Sheet



BY VARSITY SPIRIT

CHEER - 30 POINTS	
CROWD LEADING	POINTS
<i>Crowd Effective Material & Motion Technique - Ability to engage the crowd with practical and relevant material that elicits a response; Precision, sharpness, placement, strength & synchronization of motions/movement</i>	5
<i>Ability to Lead the Crowd & Proper Use of Signs, Poms, Megaphones, Rally Towels, and/or Flags; Timing and Execution</i>	5
SKILL INCORPORATIONS	POINTS
<i>Execution, Proper Technique, Synchronization, Stability & Spacing</i>	10
<i>Proper Use of Skills to Lead the Crowd; Clean and Crowd Effective</i>	5
CATEGORY IMPRESSION	POINTS
<i>Flow, Overall Crowd Effectiveness, Leadership to Engage & Connect with the Crowd, & Difficulty of Practical Skills</i>	5
BUILDING - 50 POINTS	
PARTNER STUNTS	POINTS
<i>Execution, Proper Technique, Synchronization & Spacing</i>	15
<i>Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)</i>	10
PYRAMIDS	POINTS
<i>Execution, Proper Technique, Synchronization & Spacing</i>	15
<i>Difficulty - Level of Skill, Number of Stunts Performed, Number of Bases Used, Creativity, Transitions & Variety, Use of Coed Skills (Coed Divisions Only)</i>	10
OVERALL - 20 POINTS	
STANDING / RUNNING GROUP TUMBLING	POINTS
<i>Execution, Proper Technique, Synchronization & Spacing</i>	5
<i>Difficulty - Level of Skill & Number of Skills Performed</i>	5
JUMPS	POINTS
<i>Execution, Proper Technique, Synchronization & Spacing</i>	3
<i>Difficulty - Type of Jump(s), Connections / Combos or Variety</i>	2
CATEGORY IMPRESSION	POINTS
<i>Overall Choreography, Motions/Dance, Visual Appeal, Flow, Formations & Transitions</i>	5
TOTAL POSSIBLE	100