

SMYFA Cheer & Pom Competition Scoresheets

CHEER ROUTINE – SCORESHEET

Team: _____ No. of Competitors: _____

Exceptions: _____ Judge ID # _____

Level	Skill/Jump (must be performed in unison by all team members)	Value
1	All tuck jumps, spread eagle jump, straight jump	1-5 pts
2	Double hook, side split, high kick, forward roll	1-7 pts
3	Backward roll, toe touch, heel stretch, herkie, hurdler, pike, switch splits, triple splits	1-10 pts

The following categories will be judged 1-10 pts each:

SKILLS/JUMPS

The first 3 skills/jumps must be different and will be scored in order performed on technique, level of difficulty, togetherness and ease

**POINTS
EARNED**

COMMENTS

1st Skill / Jump _____ Max points _____

2nd Skill / Jump _____ Max points _____

3rd Skill / Jump _____ Max points _____

FLOOR MOBILITY

Accuracy of formations, spacing, effectiveness, ease of transitions, transition moves, visual patterns, purpose of movement from formation to formation

1st Formation / Change

2nd Formation / Change

VOCALS

Voice inflection, clarity, squad volume, style of speaking, speed, appropriate choice of words

TEAM COORDINATION

Precision and timing of all motions (punch, crispness, hit, Ripples, peel offs) and effective use of all team members

EXECUTION / TECHNIQUE

Placement and accuracy of all motions (high Vs, Ts, wrists)

GENERAL IMPRESSION

Creativity, continuity, team confidence, smiles, facials, showmanship

VARIETY

Movements, motions, levels, enhancements, arm whips

PENALTY INFRACTIONS (POINT DEDUCTIONS)

3 pts – Stunting/Tumbling, Appearance

5 pts – Coaches' box, Time

MAXIMUM Points Possible 100

TOTAL

TIME: _____

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POM ROUTINE – SCORESHEET

Team: _____

No. of Competitors: _____

Exceptions: _____

Judge ID # _____

The following categories will be judged 1-10 pts each:

**POINTS
EARNED**

SMILES AND SHOWMANSHIP

Smiles and enthusiasm, poise, audience interest, eye contact
NO singing or counting.

COMMENTS

3 FORMATIONS / 2 TRANSITIONS required

Attractive, orderly changes with even spacing, unique and organized movements. Changes should be smooth and team members arrive simultaneously into their formations.

TEAM UNITY, PRECISION, RHYTHM & TIMING

All team members should be executing movements the same way. at the same moment. Team remains on beat.

SKILL OF KICKLINE

Min. 32 continuous counts of hooked-arm kick sequence. **MUST** be straight line and have 4 consecutive full height straight kicks, 2 medium straight kicks & 2 low straight kicks. Pointed toes, straight knees, arm connection and difficulty.

USE OF POMS

Poms should visually enhance the choreography and music. Use of color is a large component.

UNIQUE / ORIGINAL IDEAS / CHOREOGRAPHY

Teams should use variety of movements that are original, creative and give the WOW factor. Creative use of music.

SKILL/LEVEL OF ABILITY/TALENT

Evaluation of the skill level/talent demonstrated in the routine. A difficult move must be performed well and uniformly by each team member to receive a score.

GENERAL FORM/EXECUTION

Straight arms, snappy heads, clean and uniform leg and foot positions. Uniform positions among team members. Judges looking for strength behind each movement.

OVERALL IMPRESSION

Judges will give each team an overall score indicating his or her impression of the routine. Music, WOW factor, appearance, use of poms, kickline are all considered.

APPEARANCE

Clean and neat uniforms, hair uniform among team members, socks, shoes and poms. Appearance should not be distracting.

PENALTY INFRACTIONS (POINT DEDUCTIONS)

3 pts – Music, appearance, stunting/tumbling, Use of poms
5 pts – Coaches' box, Time

TOTAL

JV/Varsity MAXIMUM Points Possible 100

TIME: _____