

SIDELINE/TIMEOUT FREESTYLE CATEGORY

of team members

You choose your best sideline timeout material that must include at least two of the following (Dance, Cheer, Stunts, Tumbling). It may include all four if you so choose. This is a category meant to be fun where you put your best crowd-leading and entertaining material on the floor. Judges will award points in all captions

SCHOOL _____ CLASS: 6A 5A 4A 3A 2A 1A JR/MIDDLE

(✓) Denotes Superior Performance (O) Denotes Improvement Needed

		Scoring Categories			Rating	SCORE
CHOREOGRAPHY	<input type="checkbox"/> Variety of technical movements associated with genres performed	<input type="checkbox"/> Continuity	<input type="checkbox"/> Visual Effects	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12		
	<input type="checkbox"/> Routine Flow	<input type="checkbox"/> Creativity	<input type="checkbox"/> Level Changes			
	<input type="checkbox"/> Musical Interpretation	<input type="checkbox"/> Variety	<input type="checkbox"/> Transitions			
	<input type="checkbox"/> Dynamics	<input type="checkbox"/> Combinations				
	<input type="checkbox"/> Originality	<input type="checkbox"/> Continuity of Genres			25	
DIFFICULTY	<input type="checkbox"/> Difficulty of Stunts if applicable	<input type="checkbox"/> Difficulty of Dance if applicable	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12			
	<input type="checkbox"/> Difficulty of Tumbling if applicable	<input type="checkbox"/> Difficulty of Cheers if applicable				
				25		
EXECUTION	<input type="checkbox"/> Precision	<input type="checkbox"/> Sharpness	<input type="checkbox"/> Transitions	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12		
	<input type="checkbox"/> Timing/Unison	<input type="checkbox"/> Completion of Moves	<input type="checkbox"/> Spacing			
	<input type="checkbox"/> Technique	<input type="checkbox"/> Squad Unity	<input type="checkbox"/> Pom Work If applicable			
	<input type="checkbox"/> Movements: head hands arms torso legs footwork					
				25		
CROWDLEADING OVERALL IMPRESSION	<input type="checkbox"/> Visual Effects	<input type="checkbox"/> Eye Contact/Confidence	<input type="checkbox"/> Audience Appeal	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12		
	<input type="checkbox"/> Use of Squad	<input type="checkbox"/> Posture/Projection	<input type="checkbox"/> Flow of Transitions			
	<input type="checkbox"/> Facial Expressions	<input type="checkbox"/> Voice	<input type="checkbox"/> Use of Floor			
	<input type="checkbox"/> Energy	<input type="checkbox"/> Projection/Pitch if Applicable	<input type="checkbox"/> Incorporation of Specialties			
				25		
Judge's Signature					SUB SCORE	
Tabulator's Signature						