## CHEER & OVERALL JR HIGH/MIDDLE - All Girl/Co-Ed Show Category



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

Difficulty***			Execution		TOTALS
*If you have skills included from multiple levels, the points with the highest value will be awarded.					
CHEER	STANDARD  ☐ Prep Level Stunts ☐ Two Foot Extension ☐ Prep Level Libs ☐ Half Up to Prep	<ul><li>2 Checks = 6 pts.</li><li>1 Check = 5 pts.</li></ul>	➤ Notes  CROWD LEADING  Ability and Energy to Lead the Crowd  Voice Projection, Pitch, Pace and Flow Proper Use of Props/Poms Proper Use of Skills to Lead the Crowd  Notes  SKILLS IINCORPORATED Proper Technique Proper Synchronization and Spacing Overall Crowd Effect		
	SUPERIOR  ☐ Libs Extended ☐ Non-Release Full Up to Prep/Extended ☐ Single Base Stunts at Prep ☐ Half Up Extension ☐ Switch Up to Prep	<ul><li>2 Checks = 8 pts.</li><li>1 Check = 7 pts.</li></ul>			
	ELITE  ☐ Full Ups that end in Extended ☐ Prep Full Around to Prep ☐ Double Base Full Up to Prep ☐ Single Base Extended	<ul><li>2 Checks = 10 pts.</li><li>1 Check = 9 pts.</li></ul>			
	☐ Switch Up Extended	10		10	20
<b>OVERALL ROUTINE</b>	** Stunting is a required skill in the cheer caption and must be used to lead the crowd.  ***Any of the skills in each level can earn you difficulty points.  All categories are based on MAJORITY (majority = half (50%) or more of the team)  Total Team Members =  Majority =  Group Stunts =  Single Base Stunts =		<ul> <li>➢ Overall Routine Notes</li> <li>☐ Energy</li> <li>☐ Facial Expressions</li> <li>☐ Uniformity</li> <li>☐ Flow of Transitions</li> <li>☐ Audience Appeal</li> <li>☐ Routine Creativity</li> </ul>		10
Judge's Signature					
Tabulator's Signature				SUB SCORE	