

# ROUND 1 – COMMENT JUDGE

TEAM: \_\_\_\_\_

# COMPETITORS: \_\_\_\_\_

## JUMP 1: TECHNIQUE, LEVEL OF DIFFICULTY, TOGETHERNESS & EASE

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> Toes Not Pointed @ Top   | <input type="checkbox"/> Bent Legs @ Top   | <input type="checkbox"/> Height of Jump          |
| <input type="checkbox"/> Timing of Prep/Arm Swing | <input type="checkbox"/> Timing of Landing | <input type="checkbox"/> Angles of Legs Not Same |
| <input type="checkbox"/> Angles of Arms Not Same  | <input type="checkbox"/> Heads Not Same    | <input type="checkbox"/> Bent Legs on Landing    |

OTHER: \_\_\_\_\_

## JUMP 2: TECHNIQUE, LEVEL OF DIFFICULTY, TOGETHERNESS & EASE

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> Toes Not Pointed @ Top   | <input type="checkbox"/> Bent Legs @ Top   | <input type="checkbox"/> Height of Jump          |
| <input type="checkbox"/> Timing of Prep/Arm Swing | <input type="checkbox"/> Timing of Landing | <input type="checkbox"/> Angles of Legs Not Same |
| <input type="checkbox"/> Angles of Arms Not Same  | <input type="checkbox"/> Heads Not Same    | <input type="checkbox"/> Bent Legs on Landing    |

OTHER: \_\_\_\_\_

## VOCALS: INFLECTION, CLARITY, SQUAD VOLUME, APPROPRIATE WORDS & DICTION

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> Volume                | <input type="checkbox"/> Inflection Missing      | <input type="checkbox"/> Too Much Inflection   |
| <input type="checkbox"/> Enunciation not Clear | <input type="checkbox"/> Not all Members Yelling | <input type="checkbox"/> Stay loud whole cheer |
| <input type="checkbox"/>                       | <input type="checkbox"/>                         | <input type="checkbox"/>                       |

OTHER: \_\_\_\_\_

## FLOOR:

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Late to Formation    | <input type="checkbox"/> Anticipating Movement | <input type="checkbox"/> Feet apart once in Formation |
| <input type="checkbox"/> Shuffling            | <input type="checkbox"/> Accuracy/Spacing      | <input type="checkbox"/> Visual Patterns              |
| <input type="checkbox"/> Purpose of Movements | <input type="checkbox"/>                       | <input type="checkbox"/>                              |

OTHER: \_\_\_\_\_

## TEAM COORDINATION:

### PRECISION & TIMING OF ALL MOTIONS (MISTAKES, MISSED MOTIONS, PUNCH, CRISPNESS, HIT.)

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> Timing Off     | <input type="checkbox"/> Punch Doesn't Match | <input type="checkbox"/> Floating Motions -need to hit |
| <input type="checkbox"/> Missed Motions | <input type="checkbox"/> Wrong Motions       |  |
| <input type="checkbox"/> Punch Motions  |  |  |

OTHER: \_\_\_\_\_

## EXECUTION:

### PLACEMENT & ACCURACY OF ALL MOTIONS (T'S V'S, WRISTS, LUNGES, LEGS POSITIONS, ETC.)

- |  |   |   |
|--|---|---|
| <input type="checkbox"/> Angles forward/backward | <input type="checkbox"/> Diagonal Lines Off | <input type="checkbox"/> Wrists Bent/Broken     |
| <input type="checkbox"/> V's don't match Angles  | <input type="checkbox"/> T's too High/Low   | <input type="checkbox"/> Leg Angles don't match |
| <input type="checkbox"/> Elbows                  | <input type="checkbox"/>                    | <input type="checkbox"/>                        |

OTHER: \_\_\_\_\_

## GENERAL IMPRESSION:

### CREATIVITY, CONTINUITY, TEAM CONFIDENCE, OVERALL IMPRESSION, & UNIQUENESS

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