

ROUND 3 – COMMENT JUDGE

TEAM _____ # COMPETITORS _____

EXECUTION: See execution chart on page 16-17 in manual. Tally mark for each error.

STUNTS

bent wrists (.1)	early cradle (.5-1.0)	Change level to save stunt (.9-1.0)
reload(.2-.4)	Bases move to cntrl stunt (.5-.8)	fall to flr on ft (.9-1.0)
cradles (.2-.4)	Balance check (.5-.8)	Unassisted fall to flr (1.0-2.0)
Balance check (.2-.4)	bail out (.9-1.0)	collapsed stunt (1.0-2.0)

TUMBLING

Toes not pointed (.1-2)	step out landing(.2-4)	Soft collapse (.9-1.0)
bent legs (.1-4)	Touch down (hands (.5-.9)	bail out sideways(.9-1.0)
Prep diff. (.2-.4)	uncontrolled landing (.5-1.0)	Hard collapse to mat(2.0)

JUMPS: TECHNIQUE, LEVEL OF DIFFICULTY, TOGETHERNESS, EASE

Toes not pointed (.1-2)	different heights (.1-.4)	Unsteady landing (.9-1.0)
bent legs (.1-4)	Small Errors in landing (.2-4)	Falls to mat (2.0)
Prep diff. (.2-.4)	angle of arms/legs diff (.2-.4)	

FLOOR: ACCURACY, SPACING, EFFECTIVENESS, EASE OF TRANSITIONS, VISUAL PATTERNS

Late to formation	shuffling	Accuracy/ spacing
Anticipating movement	Use of floor	Spacing while stunting
Need to move with purpose	Visual patterns	

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

More volume	More inflection	Words not clear
Loss of volume	Not everyone yelling	Stay loud whole cheer
Vocals off/ timing		

TEAM COORDINATION: PRECISION & TIMING ALL MOTIONS,(MISTAKES, MISSED MOTIONS,PUNCH, CRISPNESS, HIT)

Timing off /motions	Missed motions	Floating motions/ hit
Wrong motions	Timing /stunts going up	Timing/stunts down
Timing off /jumps	Timing off/ tumbling	Use of all team members

GENERAL IMPRESSION: CREATIVITY, CONTINUITY, TEAM CONFIDENCE, FLOOR PRESENCE ,
OVERALL IMPRESSION

TEAM CONFIDENCE: - very good good need more

FLOOR PRESENCE: very good good need more

OTHER:
