Kentucky All "A" Classic

In Game Cheer Competition January 26 – 27, 2022

Name of School:		
Judge:	Date:	
Type of Competition:	Girls	Boys

Player Introduction		Score
Crowd Leading—connection to crowd, energy, visual	5	
Effectiveness of Skills—spacing, stability, synchronization, technique	5	
POSSIBLE	10	

Pregame	Points	Score
Crowd Leading/Effectiveness-connection to crowd, energy, visual, pace	10	
POSSIBLE	10	

Sideline	Points	Score
Crowd Leading—connection to crowd, energy, visual, proper use of megaphones, poms, signs	10	
Effectiveness—pace, spacing, voice	10	
Motion Technique—placement, sharpness, synchronization	10	
Variety—creative movements, level changes, ripples	5	
Overall impression	5	
POSSIBLE	40	

Cheer	Points	Score
Crowd Leading— creativity, energy, maximum coverage, use of megaphones, poms, signs	5	
Execution of Skills—motion technique, spacing, synchronization, transitions	10	
Jumps	5	
Stunts/Pyramids: Execution-proper technique	10	
Difficulty-level of skill	5	
Tumbling	5	
POSSIBLE	40	

Combined Totals	
Deductions	
FINAL SCORE	

This judging sheet is intended for use during competitions who intend to provide and adhere to the rules and regulations as stated in National Federation. Scoresheet courtesy of KAPOS/KHSAA.

DEDUCTIONS ARE PER OCCURRENCE as defined by UCA – a Varsity Spirit Brand

Individual Athlete	Points	Penalty
Minor Fall	-1	
Major Fall	-2	
Comments:		

Stunts/Pyramids	Points	Penalty
Bobble	-1	
Minor Fall	-2	
Major Fall	-3	
Comments:		

	Points	Penalty
Unsportsmanlike Behavior-failure to maintain professional conduct by coaches/athletes	-3	
Comments:		

	Points	Penalty
Exceeding Time Limit-halftime cheer cannot exceed 90 seconds	-3	
General Safety Violation-performing a skill in an illegal manor, however the skill itself is not illegal	-2	
Specific Safety Violation-performing an illegal skill as defined by the NFHS Spirit Rules	-5	
Comments:		

Total Deduction	
	1