



**MINNESOTA CHEERLEADING**

20\_\_\_\_ Judge Initial: \_\_\_\_\_

Team: \_\_\_\_\_

Division: \_\_\_\_\_

**Max. Points:      Points Given:**

**Game Situation Chant** (no stunting / tumbling, repeat x3-5)

Chant Selection (is chant appropriate for the situation)	5	
Voice (volume / pace / strong / clear / projection)	5	
Spacing/Transition/Formation (practical for game time & squad size)	5	
Motions (placement / sharpness / no missed motions)	5	
Execution (solid routine / no memory mistakes)	5	
Crowd Appeal (spirited / energetic / eye contact / expression / personality)	5	
<b>Total Score</b>	<b>30</b>	

**Comments:**



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 Division: \_\_\_\_\_

**Max. Points:**      **Points Given:**

**Time Out Cheer**

Crowd Effective Material (material practical for game time use)	5	
Crowd Leading (spirited / energetic / invites crowd to participate / eye contact / expression / personality)	5	
Voice (volume / pace / strong / clear / projection)	3	
Spacing/Transition/Formation (practical for game time & squad size)	3	
Motions (placement / sharpness / no missed motions)	5	
Creative Incorp-Visual (use of any of the following: signs, poms, flags, ripples, levels, opposing motions)	2	
Creative Incorp-Skill (use any of the following: jumps, stunts, tumbling)	2	
Skill Execution (jumps / stunts / tumbling)	5	
Execution (solid routine/no memory mistakes)	5	
<b>Total Score</b>	40	

**Comments:**



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Division: \_\_\_\_\_

**Max. Points:**      **Points Given:**

**School Song**

Voice (volume / pace / strong / clear / projection)	5	
Spacing/Transition/Formation (practical for game time & squad size)	5	
Motions (placement / sharpness / no missed motions)	5	
Synchronization (motions in sync with music and/or words)	5	
Execution (solid routine / no memory mistakes)	5	
Crowd Appeal (spirited / energetic / eye contact / expression / personality)	5	
<b>Total Score</b>	30	

**Comments:**

# MCCA CHEER OFF TECHNICAL/SAFETY SCORE SHEET

(FOR USE WITH THE MCCA GREAT MINNESOTA CHEER OFF SCORE SHEETS)



**TEAM:** \_\_\_\_\_  
**DIVISION:** \_\_\_\_\_

Point Deductions	Value	# of Occurrences	Total	Critique
Individual Athlete – Minor Fall(s)	.25			
Individual Athlete –Major Fall(s)	.50			
Stunt/Pyramid – Bobble(s)	.50			
Stunt/Pyramid – Stunt Fall(s) Minor	2			
Stunt/Pyramid – Stunt Fall(s) Major	3			
Stunt/Pyramid – Pyramid Fall(s)	4			
Time Violations	Value	# of Occurrences	Total	
3-5 seconds over time	3			
6-10 seconds over time	5			
11 or more seconds over time	7			
Excessive Celebration/Team Introductions	1	<b>One Time</b>		
Safety Violations	Value	# of Occurrences	Total	
General Safety Violation	2			
Specific Safety Violation	5			
Illegal participation with supports, braces, etc.	2			
Participation without mask(s)	2	<b>One Time</b>		
Jewelry	.50			
Hair	.25			
Finger Nail Length	.25			
Glitter	.25			
Improper Discarding of Props/Signs	1			
Uniform not covering midriff	2	<b>One Time</b>		
Unsportsmanlike Behavior	1	<b>One Time</b>		

Signature of Judge: \_\_\_\_\_

Total Deductions: \_\_\_\_\_ Year: \_\_\_\_\_