

Wyoming HS SPIRIT OFFICIAL'S SCORESHEET Girls Stunt / Coed Stunt (circle one)

SCHOOL	Team #	# Members	JUDGE #			
JUMPS 15pts			Score			
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Good Height	<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Good Timing	DOD	6	
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Bent legs	<input type="checkbox"/> Timing Off	EXE	9	
STANDING TUMBLING 10pts						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Stuck Landings	<input type="checkbox"/> Good Form	<input type="checkbox"/> Good Timing	DOD	5	
<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Hands Down/Bust	<input type="checkbox"/> Added Steps	<input type="checkbox"/> Timing Off	EXE	5	
RUNNING TUMBLING 10pts						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Stuck Landings	<input type="checkbox"/> Good Form	<input type="checkbox"/> Good Timing	DOD	5	
<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Hands Down/Bust	<input type="checkbox"/> Multiple Steps	<input type="checkbox"/> Timing Off	EXE	5	
OVERALL TEAM TUMBLING						
<input type="checkbox"/> Good Timing	<input type="checkbox"/> Creative use of non-tumblers		<input type="checkbox"/> Good Effect	DOD/	5	
<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Improve Creativity	<input type="checkbox"/> Fix Spacing	<input type="checkbox"/> Timing Off	EXE		
STUNTS/PARTNER STUNTS/TOSSES 20pts						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Good Timing	DOD	8	
<input type="checkbox"/> Bobbles	<input type="checkbox"/> Poor Dismounts	<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Timing Off	EXE	12	
PYRAMIDS 15pts						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Clean Transitions	<input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Good Timing	DOD	7	
<input type="checkbox"/> Drops	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Missed Elements	<input type="checkbox"/> Timing Off	EXE	8	
DANCE 10 pts						
<input type="checkbox"/> Advanced Motions	<input type="checkbox"/> Level Changes	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Timing	DOD/	10	
<input type="checkbox"/> Clean up	<input type="checkbox"/> Formation Off	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Timing Off	EXE		
CHEER/CHANT 20pts						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Motions	<input type="checkbox"/> Good Timing	DOD/	20	
<input type="checkbox"/> Add Incorporations	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Include Words	<input type="checkbox"/> Timing Off	EXE		
CHEER SHOWMANSHIP 10pts						
<input type="checkbox"/> Crowd Appeal	<input type="checkbox"/> Good Energy	<input type="checkbox"/> Good Facials	<input type="checkbox"/> Clean/Solid	EXE	10	
<input type="checkbox"/> No Crowd Appeal	<input type="checkbox"/> Add Energy	<input type="checkbox"/> Improve Facials	<input type="checkbox"/> Add Variety			
FORMATIONS/TRANSITIONS 10pts						
<input type="checkbox"/> Fluid Movement	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Nice Variety	<input type="checkbox"/> Good Timing	EXE	10	
<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Clean Up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Timing Off			
CREATIVITY 10pts						
<input type="checkbox"/> Creative	<input type="checkbox"/> Visual	<input type="checkbox"/> Add Creativity	<input type="checkbox"/> Add Visuals	EXE	10	
Official Signature				TOTAL SCORE		

JUDGES COMMENTS – Note to judges - please provide us with your valuable feedback

Wyoming HS SPIRIT OFFICIAL'S SCORESHEET NON-Stunt

SCHOOL	Team #	# Members	JUDGE #			
JUMPS 15pts			Score			
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Good Height	<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Good Timing	DOD EXE	6	
<input type="checkbox"/> Improve Technique	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Bent legs	<input type="checkbox"/> Timing Off		9	
DANCE Technique / Sharpness 20pts						
<input type="checkbox"/> Advanced Motions	<input type="checkbox"/> Level Changes	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Timing	DOD EXE	20	
<input type="checkbox"/> Clean up	<input type="checkbox"/> Formation Off	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Timing Off		15	
DANCE Placement / Timing 15 pts						
<input type="checkbox"/> Fluid Movement	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Nice Variety	<input type="checkbox"/> Good Timing	EXE	15	
<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Clean Up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Timing Off		20	
CHEER/CHANT 20pts						
<input type="checkbox"/> Good Technique	<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Good Motions	<input type="checkbox"/> Good Timing	EXE	20	
<input type="checkbox"/> Add Incorporations	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Include Words	<input type="checkbox"/> Timing Off		10	
CHEER SHOWMANSHIP 10pts						
<input type="checkbox"/> Crowd Appeal	<input type="checkbox"/> Good Energy	<input type="checkbox"/> Good Facials	<input type="checkbox"/> Good Prop Use	EXE	10	
<input type="checkbox"/> No Crowd Appeal	<input type="checkbox"/> Add Energy	<input type="checkbox"/> Improve Facials	<input type="checkbox"/> Add Variety		10	
FORMATIONS/TRANSITIONS 10pts						
<input type="checkbox"/> Fluid Movement	<input type="checkbox"/> Good Spacing	<input type="checkbox"/> Nice Variety	<input type="checkbox"/> Good Timing	EXE	10	
<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Clean Up	<input type="checkbox"/> Improve Formations	<input type="checkbox"/> Timing Off		10	
CREATIVITY 10pts						
<input type="checkbox"/> Creative	<input type="checkbox"/> Visual	<input type="checkbox"/> Add Creativity	<input type="checkbox"/> Add Visuals	EXE	10	
Official Signature				TOTAL SCORE		

JUDGES COMMENTS - Note to judges - please provide us with your valuable feedback	

Wyoming High School Activities Association
State Spirit Competition

School: _____

Judge #: _____

Team #: _____

JAZZ

Choreography (30)	Points	Score
Creativity/ Complements The Music	10	
Routine Staging	10	
Difficulty	10	
Comments:		

Technique (30)	Points	Score
Overall Technical Skill	10	
Execution of Turns	10	
Execution of Leaps	10	
Comments:		

Group Execution (20)	Points	Score
Spacing /Synchronization /Uniformity	10	
Musicality	10	
Comments:		

Overall Effect (20)	Points	Score
Communication and Projection	10	
Overall Impression	10	
Comments:		

		Score
Total Possible	100	

Additional Comments:

Wyoming High School Activities Association
State Spirit Competition

School: _____

Judge #: _____

Team #: _____

HIP HOP

Choreography (30)	Points	Score
Creativity/ Complements The Music	10	
Routine Staging	10	
Difficulty	10	
Comments:		

Overall Effect (20)	Points	Score
Communication and Projection	10	
Overall Impression	10	
Comments:		

Technique (30)	Points	Score
Technique/Musicality	15	
Placement and Control	15	
Comments:		

		Score
Total Possible	100	

Group Execution (20)	Points	Score
Synchronization / Uniformity	10	
Spacing	10	
Comments:		

Additional Comments:

2016-17 Spirit Rules Technical Worksheet

RULE 2 GENERAL RISK MANAGEMENT	RULE REF	PAGE
General	2-1-_____ <i>(Articles 1-15)</i>	12
Sportsmanship	2-2-_____ <i>(Articles 1&2)</i>	14
RULE 3 CHEERLEADING RISK MANAGEMENT		
Apparel / Accessories	3-1-_____ <i>(Articles 1-10)</i>	15
Stunting Personnel	3-2-_____ <i>(Articles 1-8)</i>	16
Inversions	3-3-_____ <i>(Articles 1-7)</i>	18
Non-Release Stunts	3-4-_____ <i>(Articles 1-13)</i>	22
Release Stunts / Tosses	3-5-_____ <i>(Articles 1-10)</i>	25
Suspended Stunts	3-6-_____ <i>(Articles 1-6)</i>	26
Dismounts	3-7-_____ <i>(Articles 1-11)</i>	28
Tumbling	3-8-_____ <i>(Articles 1-7)</i>	30
Drops	3-9-_____ <i>(Articles 1-4)</i>	31
Props as Bases	3-10-_____ <i>(Articles 1&2)</i>	31
RULE 4 DANCE / DRILI / POMS RISK MANAGEMENT		
Apparel / Accessories	4-1-_____ <i>(Articles 1-10)</i>	32
Stunting Personnel	4-2-_____ <i>(Articles 1-8)</i>	34
Inversions	4-3-_____ <i>(Articles 1-7)</i>	35
Non-Release Stunts	4-4-_____ <i>(Articles 1-14)</i>	38
Release Stunts	4-5-_____ <i>(Articles 1-7)</i>	40
Suspended Stunts	4-6-_____ <i>(Articles 1-6)</i>	42
Dismounts from Stunts	4-7-_____ <i>(Articles 1-11)</i>	43
Tumbling	4-8-_____ <i>(Articles 1-7)</i>	45
Drops	4-9-_____ <i>(Articles 1-4)</i>	46
Props as Bases	4-10-_____ <i>(Articles 1-13)</i>	46
Spotting on Props	4-11-_____ <i>(Articles 1-3)</i>	48
Dismount from Props	4-12-_____ <i>(Articles 1-5)</i>	49

WYOMING RULES	DEDUCTION
Inappropriate Performance Cheer	5 points
Hair Accessories / Glitter on Floor	2 points
Inappropriate Moves Inappropriate Music	2 points <i>(Per Occurrence)</i>
Cheer Props	5 points
Over Time Limit	5 points

SUMMARY:

TOTAL DEDUCTIONS: _____

Deductions are 5 points unless otherwise indicated.

School: _____

Division: 2A 3A 4A

Category:

All Girl Stunt Non-Stunt

Co-Ed Stunt

Hip-Hop Jazz