## TIME OUT CHEER SCORE SHEET

	JUDGE NUMBER:
SCHOOL:	7000211011112111

	MAXIMUM SCORE	SCORE	CON	MMENTS
	50			
Crowd Effectiveness	10		o Good flow o Good volume/ Expression o Good Pace	NEEDS IMPROVEMENT O Hard to follow O Voices fade O Timing off
Crowd Leading Tools Proper use of signs, poms, megaphones, flags, and Mascot technique.	10		STRONG AREAS o Good use of props	NEEDS IMPROVEMENT o Use more props
Ability To Lead Crowd Energy, showmanship and crowd leading techniques.	10		o Engages crowd o Shows genuine Enthusiasm o Great energy o Good showman	NEEDS IMPROVEMENT O Needs more variety O Lacks energy O Engage crowd more ship/fun
Technical Execution of skills chosen to lead the crowd. (Stunts-Jumps-Motions-Tumbling)	10		o Sharp motions o Use of jumps o Clean stunts o Well executed o Adds to Excitement	NEEDS IMPROVEMENT O Weak motions O Poor jump execution O Stunts reduce crowd involvement O Poor execution
Overall Impression	10		STRONG AREAS O Solid routine O Shows genuine Spirit O Strong appeal O Creative/ good ideas	enthusiasm- energy o Needs more variety
TOTAL	50			

JUDGE'S INITIALS: _	
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