

**GHSA COMPETITION
GUIDE
2011 – 2012**



**JUDGING GUIDE
MANUAL**

Officials always demonstrate

**Integrity
Honesty
Reliability
Loyalty
Class
Confidence
Consistency
Professionalism
Knowledge
Self-Control
Fairness
Firmness
Caring – Athlete First
Spirit of the Rules
Spirit of the Sport**

Every time you are assigned to judge you represent every official in this state. Your behavior, your manner, your professionalism, your knowledge are on the line for every officials' association in Georgia. You are committed to be the best you can be on any given day, at any given competition.

COMPETITION RULES

- **Competition Rules**
 1. Coaches will follow the instruction on the GHSA website when registering for a tournament.
 2. Teams may be charged an entry fee as determined by the school.
 3. The total number of teams should be limited to 40 to provide adequate warm-up and performance time. If more than 40 teams are in attendance then the tournament host should work closely with the Booking Agent to determine the number of officials needed.
 4. Middle Schools may not compete at GHSA sanctioned events. If a middle school tournament is hosted it should be held prior to or after the GHSA event and a separate awards ceremony should be held.
 5. All coaches, team members and parents should conduct themselves professionally at all times. Participants are subject to removal should an incident occur.
 6. **FLASH PHOTOGRAPHY** is prohibited while teams are performing.
 7. Teams must provide their own sound equipment in the warm-up area.
 8. Once the competition doors have been opened to spectators no team should be warming up on the competition mat except for regularly scheduled warm-up rotation.
 9. Specific competition times should not be assigned. All teams should know the order of rotation and be ready to perform when called to the floor. Schedules may be used as a guide for staff.
 10. Regions will determine if the competition is televised, taped, or filmed.

11. The coaches, teams, and/or parents should have no contact with officials prior to, during or after the competition. Any concerns or issues should be addressed in writing to the GHSA State Coordinator or the GHSA office.
12. Upon request officials will be assigned by the GHSA Booking Agent and the Head Judge will be determined by the Booking Agent.
13. Order of Appearance
 - a. Order of appearance may be assigned by the host school.
 - b. The Region shall determine the order of performance prior to competition.
 - c. Sectional and State order of appearance is determined by the GHSA.
14. Coaching
 - a. Only certified school coaches and GHSA certified Community Coaches are eligible to assist teams in any part of the competitive area including the warm-up area.
 - b. A list of all certified Community Coaches should be available for staff to check.
 - c. Upon request by the tournament host identification should be provided by all coaches and community coaches. Competition instructions provided by the tournament host should furnish this information. (Illegal coaching can carry heavy fines or penalties from the GHSA office. All coaches should be aware of this.)
 - d. It is suggested that only two coaches be allowed in the warm-up area.
15. All decisions of the officials are final. The GHSA does not allow appeals.

- **Competition Teams**

1. **Team Eligibility**

- a. Each team may enter one Varsity competition team.
- b. A team consist of a maximum of 16 performers (If a team mascot performs with the team, they are subject to NFHS and GHSA rules and count as one of the sixteen performers.)
- c. The athletes participating in the performance must be eligible and cleared by the GHSA office.
- d. The athletes must currently be enrolled in the school they are representing.
- e. A team may have a roster of more than sixteen performers and may use any combination of eligible cheerleaders to make the team of 16. (Competition, Football, Basketball, JV, Varsity, etc.)
- f. Spotters must be included in the 16.
- g. Team members to compete at region must be submitted to the Region Secretary by the deadline established by the GHSA office.
- h. Substitutions may be made at any time, however, the substitute must be eligible and have met all requirements established by the GHSA. Prior to region the Region Secretary must be informed of any changes.

2. **Team Scheduling**

- a. Each school will select the tournaments they wish to enter prior to region and determine the number they wish to enter.
- b. Varsity teams may compete in six (6) invitational tournaments.
- c. Junior Varsity teams may compete in four (4) invitational tournaments.
- d. No team member may compete in more than a total of six (6) tournaments. (Example: a Junior Varsity team member competes with the junior varsity team at a tournament and then is used as a substitute with the Varsity team that same day. That would count as two (2) competitions and the Junior Varsity team member

would now have one more competition than the remainder of her team. This might limit her ability to compete with the junior varsity team at a future tournament.)

- e. No team may be involved in an exhibition during the season.
- f. If a team performs but selects not to be judged at a tournament then it counts as a competition.

Competition Personnel

- **Tournament Host**

1. Is appointed by the school and is member of the host school's personnel.
2. Is familiar with cheerleading procedures, tournament procedures, the GHSA tournament guide, and all rules pertaining to cheerleading competition.
3. Is to seek sanctioning from the GHSA to host the tournament.
4. Arrange all tournament staff to include scorekeepers, timers, sound person, gate and ticket personnel, announcer, security, clean-up, concessions, etc. and in general organize the staff to assist with team rotation and running the tournament.
5. Arrange for medical personnel to be on site to assist with emergencies. Medical personnel must be present at all sanctioned events.
6. Contact the Booking Agent to assign the officials and determine the Head Judge.
7. Remain in contact with the Head Judge and communicate competition roster and itinerary with updates, times, or any changes that may occur prior to competition.
8. Obtain information concerning pay for the officials and plan with the booking agent when and how payment will be made. The booking agent will help to determine the amount.
 - a. During regular season all officials will be paid \$8 per team at the varsity and junior varsity level up to the first twenty (20) teams.
 - b. During the regular season all officials will be paid \$7 per team for each team above the twenty teams defined in item one.
 - c. No transportation will be paid to officials.
 - d. At region each judge will be paid \$45 per region judged.
9. Arrange an area for officials to meet prior or during the competition away from the teams, coaches, and spectators.
10. Provide adequate score sheets, master tally sheets, penalty sheets for the officials
11. Coordinate the running of the tournament and remain accessible to the staff and officials should any issues arise.
12. Coordinate the rotation schedule and should any emergencies occur consult the head judge and make adjustments as needed.
13. Inform the judges of any changes or adjustments that may need to be made due to issues such as sound system malfunctions or issues in the warm-up area. Adjust the time and the rotation as needed.
14. Address any issues that may occur with spectators and involve security as needed.
15. Ensure that the Head Judge has viewed the master score sheet and has signed in the appropriate places. All final tally sheets should be signed by the Head Judge.
16. Complete the awards ceremony. Prior to the presentation of the awards all awards should be displayed.
17. Distribute copies of team score sheets and the tally sheets to all participating teams.
18. Place the mats in the appropriate manner as designated by the GHSA.
 - a. Mats should be 42' by 42'.
 - b. Mats must be a minimum of 1 and 3/8" thick.
 - c. Mats cannot be spring floors.

- d. Mats must be Blue at all GHSA sanctioned events.
- e. The competitive mat is the competition floor. White tape may be used around the boarder to indicate to the cheerleader the edge of the mat is near. However the entire mat is considered the competition area.
- f. Out-of-bounds will be considered stepping off of, tumbling off of, stunting off of, jumping off of or performing off of the mat.
- g. Officials can request that a host school place the mats appropriately before a competition begins.
- h. In the case of an injury or accident, mats must be appropriately cleaned of any bodily fluids before competition can resume.
- i. Mats must be placed according to GHSA rules and failure to do can result in a penalty for the host school.
 - i. Locate the center by measuring front-to-back and side-to-side.
 - ii. Mark it with an X. It can be marked with blue or white tape.
 - iii. Measure three feet either side of it and this where the first blue strips will be placed on the mat from back to front, perpendicular to the judges' table.
 - iv. From there measure 6' on either side of that line and continue to do so. There will be six lines of blue tape from back to front.
 - v. White tape may then be placed around the border of the mat to define the ends of the mat. This does not define the boundary. It is only a safety precaution.
 - vi. When completed the length of the mats runs parallel to the judges' table.
- vii. Mat placement: 7 mats wide, 7 mats long

			Center			

Center Front of Mat
Judges' Table

- **Tournament Officials**

- 1. **The Judging Panel**

- a. Shall consist of the Head Judge, four routine judges, and two safety judges. This would be a total of 7 judges.
- b. The panel will be assigned by the Booking Agent representing the association.
- c. The Head Judge will be assigned by the Booking Agent. They will be knowledgeable of the score sheet and the scoring guide provided by the GHSA as well as the NFHS safety rules and the GHSA guidelines.
- d. The Routine Judges will be assigned by the Booking Agent. They will be familiar with the score sheet and the scoring guide.
- e. The Safety Judges will be knowledgeable of NFHS safety rules and the GHSA guidelines.
- f. Both Safety Judges will assist in the counting of skills executed by a team.

2. Head Judge

- a. Will be assigned by the Booking Agent.
- b. Will coordinate the panel and provide all needed information concerning the tournament to the panel.
- c. Obtain all contact information and provide this information to the tournament host.
- d. Have all needed competition items with them at each tournament including the GHSA Competition Manual/Guide, the NFHS Safety Rules Book, clean copies of the tally sheet and the scoresheet, copies of the safety infraction sheet, sticky notes, copies of the guide sheet and other necessary items
- e. Attend a pre-competition meeting with the host and/or the tournament director.
- f. Attend a pre-competition meeting with the competing coaches and review braces, cast, and issues concerning uniforms. At this time no rules should be interpreted. The primary purpose of this meeting would be to review procedural concerns.
- g. Check all materials including scoresheets to determine that everything is in order.
- h. Review rules and procedures with the timer, the announcer, and the scorekeepers.
- i. Sit near the timer and signal when to start and stop the clock.
- j. Signal the announcer when to say "You may begin."
- k. Determine penalties following GHSA guidelines and sign off on the Safety Infraction Sheet.
- l. Send all scores and safety infraction sheets to the scorer's table after they have been checked and signed. Validate all rules called immediately after the team competes.
- m. Review and make sure all tally sheets are complete and sign them before they are copied.
- n. Make sure the host returns all original scoresheets to the coaches along with a copy of the tally sheet prior to the coaches leaving the tournament.
- o. Determine if a routine needs to be stopped due to an injury, sound problems or other reasons. After conferring with the tournament host will address concerns with the coach, trainer/medical technicians, and/or sound technicians, and/or other necessary personnel and assist the tournament director in determining how the order of appearance will be altered. Time should be allowed for all teams to participate in their allotted rotational and warm-up times.
- p. Always conduct themselves in an appropriate professional manner.
- q. Refer all concerns and issues to the Booking Agent and/or the state coordinator.

3. Routine Judges

- a. Provide all contact information and background information to the Booking Agent and notify the agent of any changes in this information. Work with the Booking Agent by providing key data which will enable the booking agent to coordinate the assignments of all judges. Provide information concerning school contacts, site of employment, contact with gyms and schools, contact with teams, and other items which could affect the placement of an official.
- b. Withdraw from judging when conflicts of interest exist or the possibility exists that an official may not be able to judge a team fairly. This would include affiliation with any competing team from a school or gym where the judge works, relatives competing with any team or coaching a team, teams who are rival teams in an area school or gym, the parent of an athlete on a rival team or competing team. The Booking Agent will be provided this information and will determine if the judge has a conflict of interest.

- c. Provide all contact information to the Head Judge and Tournament Host to enable the dissemination of material concerning the competition.
- d. Be aware of the GHSA guide/regulation and the NFHS rules concerning competition. Be prepared to serve in whatever position that is needed.
- e. Have all needed materials including the GHSA Competition Manual, the NFHS Spirit Rules Book, copies of the guide and other forms needed for competition along with pens, sticky notes, and paper to take notes on during the competition.
- f. Be ready to call violations for sportsmanship, jewelry, inappropriate hair, hair devices, uniforms, shoes, glitter, and nails and indicate the team member who has violated these rules.
- g. Be ready to identify boundary violations and infractions involving the performing surface.
- h. Use the appropriate guide when scoring the teams and remain consistent in scoring.
- i. Always sign the score sheet with the **full name where it can be read.**
- j. Always conduct themselves in an appropriate professional manner.

4. **The Safety Judge**

- a. Know the NFHS rules and interpretations along with the expectations of the GHSA.
- b. Carry the NFHS rules book and the competition manual with them to the competition along with pen and paper to take notes on.
- c. Maintain up-to-date knowledge of all situations and rules.
- d. Understand the Safety Infraction sheet and the guide for calling violations.
- e. During the routine specifically watch for and call violations of safety, boundary, and illegal performances.
- f. One Safety Judge will sit at the table with the Head Judge and maintain the safety infraction score sheet during the routine.
- g. The second Safety Judge will walk the floor and determine violations as seen.
- h. Both Safety Judges will assist in the counting of team members who are participating and in the number of skills executed.
- i. Immediately after each team performs the two safety judges will meet with the Head Judge to determine violations.
 - i. To call a violation two officials must be in total agreement that the violation occurred.
 - ii. To call a violation the officials must be able to identify the specific rule that has been violated.
 - iii. The violation must be identified in the blocks at the top of the sheet and the rule cited on the correct line. All violations must be marked and cannot be called if they are not. The location and approximate time must be identified along with the type of violation (stunt, pyramid, tumbling, etc.).
 - iv. **The Head Judge** will coordinate the discussion and it will not consist of a debate. The three judges must identify during the discussion if they saw a specific violation. If there is any doubt, the rule will not be called a violation. **The team will be given a warning.**
- j. All teams will be notified of any concerns or possible rules violations that have not been called so that the coach may question and attempt to correct any issues prior to the next competition.
- k. Always conduct themselves in an appropriate professional manner.

5. The Timer and Timing Guidelines

- a. The timer will work with the judging panel and time the routine following GHSA procedures in timing.
- b. The timer should be a professional person who is able to run a stop watch and maintain attention to the routine.
- c. The timer must maintain professional standards and should not discuss the judging panels decisions with anyone.
- d. The timing of the routine will begin with the first movement, first word, or first musical sound in the routine.
- e. When beginning with a stunt or pyramid, the team may set and prepare to build prior to beginning the routine time. **The flyer must have one foot on the floor ready to begin the stunt and in preparation of the signal to begin.**
- f. The timing of the routine ends with the last motion or word of the routine.
- g. If a routine ends with a stunt or pyramid, the timing will end with the highest point of the stunt or pyramid. Any fall or error which occurs after the stunt or pyramid has hit the highest point will not count against the team.
- h. **Tumbling outside** of a routine is illegal and will result in a violation as well as a penalty. Time will begin when the team member tumbles. A team member cannot tumble on or off the mat. It will be a GHSA violation.
- i. The timer will meet with the Tournament Host and the Head Judge to review instructions.
- j. The timer will check all stop watches/clocks to make sure they operational.
- k. The timer should sit by the Safety Judge helping to maintain the Safety Score Sheet by assisting in the recording the times of each routine on the Safety Infraction Sheet.
- l. The timer will verify the exact time that a routine stops and verify start times with the judges when a routine has been stopped for any reason.
- m. The timer may confer with the sound technician concerning the time a routine was stopped or an injury occurred if there are any concerns with the clock. If the sound technician has no way to monitor time then the Head Judge and the Safety Judge will determine the starting point for judging of the remainder of the routine.
- n. **Good judgment** should be used when calling overtime violations. If a team is five seconds or less over the time limit, consideration should be given to when the clock was actually stopped and the Head Judge should select not to impose the penalty.
- o. Timing Infractions:
 - i. Timing infractions occur for overtime of the competition routine or delay of the meet.
 - ii. For each fifteen (15) seconds or portion thereof, a five (5) point deduction is assessed.
 - iii. There will be a (5) point deduction for delay of meet. A team has thirty (30) seconds to begin one the announcer says, "You may begin." "You may begin." must be stated upon the signal of the Head Judge.
 - iv. There will be a five (5) point deduction for delay of meet if a team fails to line up at the mat when called by the announcer. A team will have thirty seconds (30) to enter and begin to line up at the mat. Teams must be in a position to begin the rotation for competition and ready to perform when their name is called.

- v. After a reasonable time and if a team has not reported, the rotation should continue. It will be at the discretion of the judges to determine if the team is placed back in rotation or eliminated from the competition.
- vi. If a mechanical failure occurs during the music portion of the routine, the Head Judge will determine when the mechanical error occurred, at what point the routine/music stopped, and will give a signal to the other judges when it is time to begin judging again. The music may begin at the beginning of the routine and the timer may time the whole routine again.

vii. Music Considerations

- 1. The length of the routine shall be two minutes and thirty seconds, however there is no limit of how much of that time music can be used. Music may be a part of the entire routine but should not exceed the two minutes and thirty seconds.
- 2. **Principals and/or Athletic Directors must review the music to be used for the school's routine. Music cannot contain profanity, suggestive and inappropriate language. A sportsmanship deduction can be made for inappropriate music.**
- 3. The music (CD) should be furnished by the school and labeled with the school name. The coach should maintain two copies.
- 4. All music should be of professional quality. It is suggested that all music be recorded on CD-R discs. The use of paper labels is not recommended. A soft sharpie marker should be used to write the name of the school on the disc.

6. Scorers and Scorekeeping guidelines

- a. The Scorers will meet with the Head Judge prior to the competition to review procedures and guidelines for scoring.
- b. The scorer will add all judge' scores and record totals on the Judging Tally Sheet and on the individual judges' score sheets.
- c. The scorers will follow GHSA procedures when adding the score sheets.
 - i. Each individual judge's sheet will be tallied, making sure all areas are scored.
 - ii. The Scores will then be transferred to the Tally Sheet.
 - iii. The high and low scores for each team will be struck through on the Tally Sheet.
 - iv. The remaining three scores will be totaled on the Tally Sheet.
 - v. Deductions from the Safety Infraction Score Sheets will be added and recorded on the Tally Sheet. The deduction will be taken from the total of the three judges' scores.
- vi. Ties will then be broken by:
 - 1. Adding the high and low score back in and looking at the totals of the tied teams.
 - 2. The tied teams will then be placed in order by their total scores leaving any teams scoring above them in their place.
 - 3. If a tie remains, the Head Judge will confer with the routine judges and make a decision after consideration is given to and in this order:
 - 1. The skills scores first
 - 2. The deductions second

3. Performance notes third

vii. Deductions may be made for the following reasons:

1. NFHS violations (Minor) / Section 1, 3 and inattentive spotter 5 Points
2. For each violation/participant in violation of the rule
NFHS violations (Major) / Section 2, Sections 4 -11 10 Points
for each rule violated
3. Sportsmanship – each violation (Section 2) 10 Points
4. Improper Uniform 5 each
To including jewelry, glitter, hair, nails, shoes,
shoestrings, hair ribbons, clasp etc.
5. Falls 5 each
6. Tumbling outside of routine 5 each
7. Boundary violations 5 each
8. Delay of meet 5 each
9. Timing Infraction (5 points per each 15
Seconds) 5 plus

d. All scores are final. There are no protests.

e. Disqualifications:

- i. Too many team members
- ii. Illegal substitutions
 1. Ineligible student on the team
 2. Person not on the team participating
- iii. Unauthorized props (Props are defined as the use of any item other than poms to initiate crowd response.)
 1. No part of a uniform may be used as a sign, to include briefs, socks, items worn as a part of the uniform or under a uniform such as T-shirts.
 2. No signs are allowed

f. The scorekeepers must be professional representatives of the tournament and maintain the integrity of the scoring. Results should not be discussed with anyone other than the Head Judge during the tournament.

7. Announcer

- a. Prior to the beginning of the tournament the announcer should meet with the Head Judge and Tournament Director to review procedures.
- b. Should announce teams using the correct procedures as defined by the GHSA:
(_____ is the name of the school.)
 - i. "Taking the floor now _____"
 - ii. "On Deck is _____"
 - iii. "In the hole is _____"
 - iv. Once a team is lined up behind or beside the mat the announcer will announce, "_____, You may take the floor."
 - v. The announcer will then receive a signal from the Head Judge and will announce "_____, You may begin."

8. Sound Technician

- a. Is responsible for supervising the set-up and operation of the sound equipment.
- b. Is responsible for explaining to the coaches and the tournament host how the music system works.

- c. Remind the coach or person playing the music that they are responsible for starting and stopping the music during the competition.
- d. Should allow for the music person to practice placing the CD into the machine, starting the CD, and stopping the CD.
- e. The sound technician may insert the CD if needed and remove it if needed.
- f. Assist the tournament host and the head judge in determining if there was an error by the sound system or if any issues are due to the music person making a mistake in playing the CD.
- g. If able to do so will assist with the determination of time called during the errors, injuries, or violations.
- h. The Sound Technician and the Announcer may be the same person.

9. Medical Personnel and Injury/Accident Guidelines

- a. All tournaments are required to have medical personnel present. The tournament host will determine the type of personnel needed. It can be a trainer, an EMT, or other emergency personnel as available to assist in an emergency.
- b. First aid and medical supplies should be available in an emergency.
- c. **Schools needing taping for non-emergency situations should provide their own tape. The team should bring tape to the competition.**
- d. The tournament host should have a list of emergency telephone numbers such as paramedics, hospitals, doctors available in the area. An emergency plan should be in place and all tournament personnel aware of the plan and procedures.
- e. When an emergency or an injury occur the host and officials should stop the competition until the injured person can be removed from the warm-up or competition floor.
- f. Correct procedures should be followed in the handling of the injury and the resuming of the competition.
- g. Teams must be allowed warm-up times and the rotation should be adjusted so that teams warm-up prior to competing on the floor. If teams have waited an extended period of time then the warm-ups for those teams waiting must begin again.
- h. After an injury has occurred the tournament host will consult the Head Judge and determine the order of rotation should the team with the injured player decides to return to competition.
- i. Using the professional judgment of the medical personnel on sight the Tournament Host under the guidance of the Head Judge will not allow a team member who has experienced unconsciousness to return to the floor without the written authorization of a physician. Severe injuries of any kind are considered extremely serious and a team member who has experienced a serious injury should not return to the floor to compete. A substitute may be sent in for the injured person. **(PLEASE REFER TO: NFHS RULES: 2-1-14)**
- j. A team member who has a minor injury should not be allowed to return without the release of the medical personnel who are on site.
- k. Team members who are bleeding, or have an open wound, or have excessive amounts of blood, may not participate in any event until the appropriate treatment is administered and the uniform or body has been cleaned. (NFHS RULES: 2-1-13)
- l. An injury can result in a change in the order of appearance.

- m. The coach has to select for the team to proceed, withdraw, or substitute. The coach must notify the Tournament Host and the Head Judge of their decision.
- a. The same procedures that are followed for a mechanical failure will be followed in performing, timing, and scoring of the routine.

Scoring Guide

- **Professionalism**

1. The Basics

- a. Be prepared and know your job.
- b. Excuse yourself from the panel for one of the reasons below if it is determined by the Booking Agent there would be a conflict of interest:
 - i. You are related to an athlete or coach.
 - ii. You work at one of the competing schools.
 - iii. You previously coached a competing team.
 - iv. Choreographed for a competing team.
 - v. Work in a gym where a team attends or a rival gym.
 - vi. You are friends with the coach or members of the team.
 - vii. You teach or work with a rival school of one of the competing teams.
 - viii. Cheered for a competing team in the last five years.
 - ix. There are many reasons. Use good common sense.
- c. Notify your Booking Agent as quickly as possible if you are unable to attend for any reason, must excuse yourself, or have an emergency. Make sure you have the correct phone numbers of the Booking Agent, the school host, and the Head Judge.
- d. Make sure you have directions to the school and all information about the competition including what time to arrive.
- e. BE ON TIME! Arrive 30 minutes prior to the competition or arrive the time your Head Judge has designated. Arriving 15 minutes late can result in removal from a panel.
- f. Bring a pen, notepad, sticky notes, copies of your manual, guide and the NFHS Rules Book with you.
- g. Remember that the tournament host is in charge of running the competition. Allow them to do so. The Head Judge should communicate with the tournament host.

2. Conduct

- a. Dress professionally for all events (Examples of inappropriate dress: jeans, short shirts, high heels, sweat pants, midribs showing, inappropriate, suggestive, or clothing that is too tight, no sunglasses, hats, shorts).
- b. No cell phones at the judge's table. Do not use a cell phone in a public area when on break. Wait until you are in your car after you leave the building to use the cell phones. No texting during the competition.
- c. Do not approach coaches, parents, or cheerleaders.
- d. Do not make suggestions for changes in a routine or offer to choreograph a routine.
- e. Do not chew gum while judging.
- f. Smile at the team as they perform. Make the teams feel comfortable. It is not the job of the judge to intimidate a team.

- g. Reframe from being hostile or condescending to coaches, the fans, or the cheerleaders.
- h. Treat the host and the competition staff with respect.
- i. Do not smoke, drink, or use profanity while at a school or serving as an official.
- j. Do not argue with the Head Judge or another official. Allow the Head Judge to do their job and if there is an issue, contact the Booking Agent on Monday following the competition.
- k. Do not applaud any team or performance.
- l. Do not signal a coach. Communicate through the tournament host.
- m. Keep you cool at all times and act professionally. React with calm.
- n. Do not try to control the crowd. Speak directly to the tournament host if there are any issues and ask for help. If you have to control the fans, do so with dignity.

3. Keys to Scoring

- a. Remember to be consistent and fair.
- b. Keep your guide where you can see it.
- c. When calling rules, call only what you actually saw. Do not read into a rule. If in doubt and if there is not an agreement on what was seen, then do not make the call. Warn the team.
- d. Keep up-to-date. Watch for notices and videos on the website.
- e. Evaluate a routine based on the performance today. Do not consider last week's performance or what you have heard. Be ready to score based on today!
- f. Keep conversations to a minimum at the table. The Head Judge may ask that you review your scores if you are out of line with the other judges.
- g. Do not try to persuade or convince another judge to score or to call a rule. If you do not agree then just warn the team.
- h. Evaluate fairly using the guide. Do not compare teams, just score the team on the floor based on the guide and the performance.
- i. Stay in the range of the guide.
- j. Make sure your score is readable.
- k. Score in ink and sign your scoresheet.
- l. Sign your name where it can be read.
- m. If you make a mistake, initial it, strike through the score you wish to change, and write the new score.
- n. KEEP GOOD NOTES.

4. Basic Judging Standards and Guides

- a. Any judge may call out-of-bounds, jewelry, inattentive spotter, violations on sportsmanship, unsafe hair or hair devices, nails, jewelry, or unsafe performing surface. All judges should watch for these violations and attach a sticky note to their scoresheet to notify the Head Judge. Notes should be kept on the location of the violations, the team member, and/or when the violation was observed if needed.
- b. If a team does not perform an element of the scoresheet, a score of zero may be given. However, all judges must agree that the element (dance, cheer, chants, stunting, tumbling, jumps) was not executed by the team or the team did not attempt to execute the element. All judges must agree to score zero.
- c. A stunt group is considered more than one person working together to execute a stunt. Because a stunt group is dependent on one another to perform and must work as a team, when a stunt falls it will be considered one fall whether one team member or all team members fall. The same would be true of a stunt group in a pyramid.

- d. When stunting a fall is considered a fall to the floor by any a stunt team member, including bases, flyers, and spots. When a flyer or a stunt group falls, a team member must fall to the floor landing on a part of the body such as the hands, legs, knees, back, head, rear, elbow and so on. If the person lands on their feet it will not be considered a fall. It will be considered an early dismount and routine judges will consider this when scoring execution in stunts or pyramids.
- e. When tumbling, a fall is considered a fall to the floor with the flyer landing on her hands, legs, knees, back, head, rear, elbows, and so on that was not considered a part of the original landing. Keep in mind that when a team member executes a back-handspring with the hands touching the floor a judge cannot assume that this was to be a back-tuck and deduct points. Placing one’s hands on the floor during the execution of a tuck is not a fall to the floor. For safety reasons a deduction will not be taken as a fall. The routine judges may take this into consideration when scoring execution.
- f. Basket tosses will be scored in the “Partner Stunts/Tosses” skill area of the scoresheet. They are not a required element of the routine. A basket toss is considered a high level stunt when it is executed appropriately, however it is not the final determination in the degree of difficulty stunt. A team may score the top score if all other stunts are executed at a high degree level of difficulty.
- g. When a pyramid is attempted and part of the pyramid is executed appropriately then the team is given credit for building the pyramid. A fall in one stunt group would not prevent the team from scoring. Spacing issues, falls on one side, and timing issues would be an example of elements that would be scored in the “execution” of the pyramid.
- h. When scoring a judge will give credit for those stunts that go to the intended height of the stunts. Stunts that do not go to the intended height will be not be factored into the scoring of the degree of difficulty of the skill area.
- i. When calling “hair” violations please remember that the hair must not interfere with the stunt. Keep in mind that “stunt” can refer to stunting, pyramids, and tumbling. If the hair causes a performance issue then it would be a violation. (NFHS: 2-3-3)
Examples:
 - (1) A ponytail touching the back of the neck and back would not be a violation if it did not interfere with the execution of the stunt.
 - (2) If a team member was to run into another team member while tumbling as a result of her/his hair being in the eyes, then it would be a violation.
 - (3) If a flyer steps on a bases hair while stunting and it causes issues with the stunt then it is a violation.
- j. **Hair devices** are considered unsafe when they come off, untied, or fall on the floor. Several rules may be involved when a hair device is considered unsafe.
Examples:
 - (1) NFHS Rule: 2-3-3; A hair bow comes out and falls to the floor. For safety reasons the team member may reach down and pick up the bow. The bow may be thrown from the competition area.
 - (2) NFHS Rule 2-1-5; A team member drops a hair bow and the team then stunts on, dances on, jumps on, etc. the bow then the performing surface will be considered unsafe.

Judges are advised to call one or the other and not call both rules.

- k. The loss of a shoe or another part of the uniform would be considered a violation of NFHS Rule 2-3-4. Shoes must remain tied and on the foot to be considered safe. A judge may call an untied shoelace as a violation of this rule.
- l. The entire mat is considered the competition area. A white or blue line of tape may be placed around the entire mat to indicate the edge of the mat. However, in some cases mats may be unequal in length and the entire mat will continue to be the competition floor. The tape does not determine the boundary.

National Federation of
High Schools
2011 -2012 Spirit Rules Changes

NFHS Spirit Rules Books
may be purchased from the GHSA Office
706-647-7473
joycekay@ghsa.net

Rules Interpretations may be
found on
www.ghsacheerleading.com

Contact Pam Carter for rules interpretations
pcarters@aol.com
706-576-5397
334-448-5123

2011 – 2012 Spirit Rules Changes

2-4-9d

Add d

- a. Hold objects in his or her hand(s)

A spotter is unable to hold in objects in his or her hand. The spotter's full attention must be on the flyer. The primary responsibility of the spotter is to protect the flyer. If a spotter's hands are not free, the ability of the spotter to spot safely is greatly diminished.

2-5-5g

Delete (c)

Delete last phrase in (g)..... "therefore, all full pendulums require two bases."

Eliminating (c) will allow the top person to land on her/his side. Removing the last phrase of (g) will allow a single-base full pendulum in which the top person drops to the side. These allowances do not present a greater risk than dropping face up or face down.

2-5-12c

Add EXCEPTION: A backward leapfrog to a prone position is permitted provided there are at least two catchers and the top person maintains continuous hands-to-hands contact with the post throughout the transition. The original bases, post, and catchers must remain stationary.

This stunt presents minimal risk to participants if adequate restrictions are in place.

2-6-2

Basket tosses, elevators and similar multi-base tosses are permitted only on grass (real or artificial) or a mat.

Prohibiting tosses from being performed on hard surfaces is consistent with the NFHS focus of risk minimization.

2-6-4c

Quick/load-in tosses that begin with the top person in weight-bearing contact with the performing surface and end in a stunt or pyramid are legal provided the following conditions are met.

- a. (same) The toss does not significantly exceed the height of the intended stunt.

- b. (same) The top person is not tossed again or does not lose contact with the base(s) without first dismounting to a cradle or the performing surface.
- c. (change) The top person does not twist during the release unless it is performed on the grass (real or artificial) or a mat.

Prohibiting airborne twist during quick/load-in tosses from being performed on hard surfaces is consistent with the NFHS focus on risk minimization.

2-7-7c

Add c. and add Note

- c. The top person begins from a cradle or the performing surface.

Note: A slight downward swing to prepare for an upward swing is permitted.

Allowing a downward swing from a stunt higher than a cradle presents increased risk to the top person.

2-8-9b

A twist to a cradle is permitted only on grass (real or artificial) or a mat.

Prohibiting all twisting cradle dismounts from being performed on hard surfaces is consistent with the NFHS focus on risk minimization.

2-9-5

Add new: Airborne twisting tumbling skills are permitted only on grass (real or artificial) or a mat, with the exception of roundoffs and aerial cartwheels.

Prohibiting twisting tumbling skills from being performed on hard surfaces is consistent with the NFHS focus on risk minimization.

2-14

Remove rule pertaining to vaults.

Rules pertaining to vaults are now covered in the Non-Release Stunts Section.

NOTE:

When reading your spirit rules book keep in mind that when you see an **asterisk (*)** or a **'P'** beside the rule you will find further clarification in the "Situations Section" or pictures in the "Picture Section".

Gray highlighting means a change has been made in the book.

GHSA

2011 – 2012

Competition Guide

Officials' Guide to Scoring

Scoring Rubric

Score Sheet

Rules Infraction Sheet

2011 GHSA Scoring Instructions and Rubric

As you review the new rubric and guide, please keep in mind that the GHSA must address five levels of All Girl teams as well as Coed teams. All levels of skill and performance must be encompassed into one guide and one score sheet and all information provided must address both teams with low skill levels as well as those with high skill levels. Our officials will face learning a new guide, a new rubric, and a new rules book this year. No matter how good our materials are, if our officials do not score by the rubric and the standards established by the GHSA we will continue to have discrepancies. They will be working hard to bring consistency to our scoring system this year. As we continue to develop this new system we must all be patient and understanding of the major task ahead.

The KEY to this rubric and scoring system is to perform within the means of the squad's skill level, execute all skills solidly, and score high in the execution categories.

Jumps

- Each member of the team should perform jumps
- All Jumps connected to tumbling will be scored in jumps
- Jumps must be connected. Connected: no pause between jumps
- Triple Combo: 3 connected jumps with tumbling
- Variety – must involve different jumps (consisting of 2 or more different jumps)
 - Low Level Jumps – tuck jumps, spread eagles, banana jumps
 - High Level Jumps – herkie, hurdler, pike, double nine, toe touch

Standing/Running Tumbling

- Standing Tumbling can be split up into different sections of routine
- Running Tumbling will encompass all running tumbling during the routine

Partner Stunts/Tosses

- **Body positions:** Liberty, Torch, Arabesque, Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Flexibility Skills:** Heel Stretch, Bow & Arrow, Scale, Scorpion, etc.
- **Main/Primary Stunts** will normally include the squad's best and most creative stunts. To MAX out, the squad must complete the skills defined above for the main stunt, plus a Secondary Stunt.
- **Secondary Stunt** will normally be easier skill wise, due to the groups will have minimum required spotters and bases.
 - Examples – coed style extensions, extended single leg stunts
 - Dismounts – specific dismounts are not necessary in secondary stunts
- **Tosses** – can be used in place of the secondary stunt.
 - Advanced tosses include kick double baskets and etc.
 - Intermediate tosses include, but are not limited to: double full baskets, kick single baskets and etc.
 - Basic tosses include, but are not limited to: straight rides, pikes, toe touches and etc.
- **NOTE: If front spots are used on partner stunts, the judges will subtract 1 point from DOD. This applies to using one front or several.**

Pyramids

- Keep in mind the total number of members on the floor. Obviously, a squad of 16 will have a more intricate pyramid than a squad of 12.
 - Entries:
 - Basic – Straight up to stunt, etc. little creativity, not visual
 - Intermediate – Half up to stunt, etc. moderate creativity, somewhat visual
 - Advanced – Full up to stunt, switch up, ball up, etc. very creative, very visual
 - Transitions:
 - Basic – Show and go, single leg show and go, straddle sit, splits, etc. little creativity, not visual
 - Intermediate – Half around back to squish, full around back to squish, flat back back into stunt, helicopter, power press, etc. moderate creativity, somewhat visual
 - Advanced – 1 ½ around back to squish, fly-over, vault, connected release skills (tick tock, ball up, toe touch, full around etc. very creative, very visual

Pyramids (con't)

- Dismounts:
 - Basic – Straight cradles, pop to squish, etc.
 - Intermediate – Full down cradles, suspended forward rolls, etc.
 - Advanced – Double down cradles, full twist down to squish, etc.
 - **NOTE: Dismounts can occur during or at the end of the pyramid. If a routine ends with a pyramid, the timing will end with the highest point of the pyramid. Any dismount that occurs after the pyramid has hit the highest point will not be judged.**

Tables/ Charts

Jumps, Standing & Running Tumbling

		<i># of team members</i>						
		16	15	14	13	12	11	10
<i># of members completing the skill</i>	(-0)	16	15	14	13	12	11	10
	(-2)	14	13	12	11	10	9	8
	(-4)	12	11	10	9	8	7	6
	(-6)	10	9	8	7	6	5	4
	(-8)	8	7	6	5	4	3	2

- Total Team # -0 states that all members of the team should complete the skill.
- Total Team # -2 states that total members minus two must complete the skill. Example: A team of 16 members must have at least 14 members complete a skill; therefore, two members are not jumping, tumbling and/ or etc.
- Note that the numbers are even numbers: -2, -4, -6, -8. Therefore, please understand that Total Team # -2 will encompass -2 and -1 team members. -4 will encompass -4 and -3 team members. Total team -6 will encompass -6 and -5 team members. Total team -8 will encompass -8 and -7 team members.
- Total Team # -6 states that only 10-11 members of a squad of 16 completed a skill.

Partner Stunts/ Tosses

<u>Main Stunt</u>		16	15	14	13	12	11	10
<i># of Stunt Groups</i>	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

<u>Secondary Stunt</u>		16	15	14	13	12	11	10
<i># of Stunt Groups</i>	(-0)	5/6	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

<u>Tosses</u>		16	15	14	13	12	11	10
<i># of Groups</i>	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

NOTE: (-0, -1, -2, -3) indicates the number of team members not involved in the stunt groups.

- A team with 16 members will be expected to stunt 4 main stunts and either 5 to 6 secondary stunts or throw 4 tosses.
- A team of 16 members stunt 3 main group stunts (Total Groups -1) and 5 secondary stunts... if the squad maxes the DOD, the highest the squad would get would be a 7 in DOD. This squad would need to stunt 4 main groups to max DOD and score an 8.
- Keep in mind that these groups must complete all the skills outlined in the rubric to receive the highest score in DOD.
- If a team has a total of 15 members they are expected to stunt 3 main stunt groups and 5 secondary stunt groups and/ or 3 tosses with the required skills to max out the DOD points.
- Example: One scenario might be - To score an 8 in DOD... A squad of 16 members full up 4 groups and then hits a heel stretch at the top. Then the 4 groups retake the stretch to a squish and transitions to another formation. At this formation the 4 groups perform 4 switch ups to the extended position and perform a scorpion and scale with 4 double downs. The squad completes 5 extended stunt groups elsewhere during the routine.

2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Jumps						
DOD	1	2	3	4	5	6
	Jumps w/ limited or no tumbling.		<u>Total Team # -8</u> Triple combo with tucks or handspring tucks/layouts . Limited variety.	<u>Total Team # -6</u> Triple combo with tucks or handspring tucks/layouts . Limited variety.	<u>Total Team # -4</u> Triple combo with tucks or handspring tucks/layouts . Must have variety & be connected.	<u>Total Team # -2</u> Triple combo with tucks or handspring tucks/layouts . Must have variety & be connected.
		Triple Jumps with limited or no tumbling.	<u>Total Team # -2</u> Triple combo with handspring and limited variety.	<u>Total Team # -0</u> Triple combo with handspring . Must have variety & be connected.		
		<u>Total Team # -4</u> Single or Double combo with handspring . Must have variety & be connected.	<u>Total Team # -0</u> Single or Double combo with handspring . Must have variety & be connected.			
EXE	1-2		3-4	5-6		7-8
	poor form, dropping chest, bent legs, poor timing, majority hands down/ bust		average technique, members w/ flexed toes & dropped chest, multiple hands down/ bust	above average technique, good timing, few flexed toes, no missed jumps, limited hands down/ bust		excellent technique, perfect timing, no missed jumps, stick landings w/ minimum steps

Standing Tumbling						
DOD	1	2	3	4	5	6
	Limited tumbling with less than half squad tumbling. Forward rolls, back extension rolls.			<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts, plus 1 standing series to full/ standing full.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts, plus 2 standing series to full/ standing full(s).	<u>Total Team # -2</u> Tucks or handspring tuck or handsprings to layouts, plus 3 or more standing series to full/ standing full(s).
		<u>Total Team # -6</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -4</u> Tucks or handspring tucks or handsprings to layouts.	<u>Total Team # -2</u> Tucks or handspring tucks or handsprings to layouts.		
		<u>Total Team # -4</u> Handsprings	<u>Total Team # -2</u> Handsprings			
EXE	1-2		3-4	5-6		7-8
	poor form and/ or technique, slow and poor timing. majority hands down/ bust		average technique, good timing, multiple hands down/ bust	above average technique, good timing, limited hands down/ bust		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

Running Tumbling						
DOD	1	2	3	4	5	6
	Limited tumbling with less than half squad tumbling. Cartwheels and round-offs.	Limited tumbling with more than half squad tumbling.		<u>Total Team # -6</u> Round off tucks or handspring tucks plus layouts, specialty passes, plus 1 full.	<u>Total Team # -4</u> Round off tucks or handspring tucks plus layouts, specialty passes, plus 2-3 fulls.	<u>Total Team # -2</u> Round off handspring tucks. Combination of layouts, specialty passes, plus 4 or more fulls.
		<u>Total Team # -4</u> Round off tucks and/ or handspring tucks. Total Team # -8 Layouts and variety.	<u>Total Team # -2</u> Round off tucks and/ or handspring tucks. Total Team # -6 Layouts and variety.	<u>Total Team # -0</u> Round off tucks and/ or handspring tucks. Total Team # -4 Layouts and variety.		
		<u>Total Team # -2</u> Round off handsprings, limited tucks and variety.	<u>Total Team # -0</u> Round off handsprings, limited tucks and variety.			
EXE	1-2		3-4	5-6		7-8
	poor form and/ or technique, slow and poor timing. majority hands down/ bust		average technique, good timing, multiple hands down/ bust	above average technique, good timing, limited hands down/ bust, multiple steps		excellent technique, perfect timing, no missed tumbling, stick landings w/ minimum steps

	# of members						
	16	15	14	13	12	11	10
(-0)	16	15	14	13	12	11	10
(-2)	14	13	12	11	10	9	8
(-4)	12	11	10	9	8	7	6
(-6)	10	9	8	7	6	5	4
(-8)	8	7	6	5	4	3	2

2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Partner Stunts/Tosses								
DOD	1	2	3	4	5	6	7	8
		<i>Total Groups# -2</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. Less than majority squad single down, pop off, or straight cradle dismounts.	<i>Total Groups# -1</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. Majority squad single down, pop off, or straight cradle dismounts.	<i>Total Groups# -0</i> Must include straight up stunts plus 2 body positions with 1 of them being flexibility skill. Squad single dismounts.		<i>Total Groups# -2</i> Must include full up and switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. Majority squad double down dismounts, transitions, plus Total Groups#-2 extended secondary stunt or advanced tosses.	<i>Total Groups# -1</i> Must include full up and switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. Majority Squad extended double down dismounts, transitions, plus Total Groups#-1 extended secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include full up and switch up to the extended position plus 3 body positions with 3 of them being flexibility skills. Squad extended double down dismounts, transitions, plus Total Groups#-0 extended secondary stunt or advanced tosses.
	Prep level stunts with limited or no flexibility/ body positions. Less than half the squad stunting.	Prep level stunts with a variety of flexibility skills/ body positions. One half the squad stunting.		<i>Total Groups# -2</i> Must include full up or switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. Less than majority squad double or extended single down dismounts, transitions, plus Total Groups#-3 extended secondary stunt or advanced tosses.	<i>Total Groups# -1</i> Must include full up or switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. Majority squad double or extended single down dismounts, transitions, plus Total Groups#-2 extended secondary stunt or advanced tosses.	<i>Total Groups# -0</i> Must include full up or switch up to the extended position plus 2 body positions with 2 of them being flexibility skills. Squad double or extended single down dismounts, transitions, plus Total Groups#-1 extended secondary stunt or advanced tosses.		
				<i>Total Groups# -1</i> Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad single or double down dismounts.	<i>Total Groups# -0</i> Must include half up plus 2 body positions with 2 of them being flexibility skills. Squad single or double down dismounts.			
EXE	1-2		3-5		6-8		9-10	
	poor technique, poor timing, several bobbles and multiple dropped stunts, poor dismounts, 3 or more dropped stunts		average technique, good timing, multiple bobbles, not very clean dismounts, 2 dropped stunts		above average technique, very good timing, few bobbles, no missed stunts, clean dismounts, 1 dropped stunt		excellent technique, perfect timing, no bobbles or missed stunts, very clean dismounts, 0 dropped stunts	

Main Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

Secondary Stunt		16	15	14	13	12	11	10
# of Stunt Groups	(-0)	5/6	5	4	4	4	3	3
	(-1)	5	4	4	4	3	3	3
	(-2)	4	4	4	3	3	3	2
	(-3)	4	4	3	3	3	2	2

Tosses		16	15	14	13	12	11	10
# of Groups	(-0)	4	3	3	3	3	2	2
	(-1)	3	3	3	3	2	2	2
	(-2)	3	3	3	2	2	2	2
	(-3)	3	3	2	2	2	2	1

2011 GHSA Competitive Cheerleading – Judging Score Sheet Rubric

Pyramid				
DOD	1-2	3-4	5-6	7-8
	Basic pyramid elements that include 1 – 2 connected structures with basic entries including but not limited to: straight up stunts, connections at half level, and other basic elements. Basic transitions, lacking complexity. Little creativity and lacking visual.	Intermediate pyramid elements that include 1 – 2 connected structures with moderately creative entries including, but not limited to: half ups, and other intermediate elements. Intermediate transitions. Moderate creativity and somewhat visual. Basic dismounts.	Advanced pyramid elements that include 2 pyramid structures with 1 – 2 advanced entries including, but not limited to: switch ups, full ups, and other advanced elements. 1 – 2 advanced transitions. Creative and visual. Intermediate dismounts or less than majority advanced dismounts.	Multiple advanced pyramid elements that include 2 or more connected structures and 2 advanced entries including but not limited to: switch ups, full ups, and other advanced elements. 2 advanced transitions. Highly creative and very visual. Majority advanced dismounts.
EXE	1-2	3-5	6-8	9-10
	poor technique, poor timing, sloppy transitions, several bobbles and missed elements, multiple drops, poor dismounts	average technique, good timing, not very clean on transitions, multiple bobbles, missed elements, not very clean dismounts	above average technique, very good timing, clean transitions, few bobbles, few missed elements/drops, clean dismounts	excellent technique, perfect timing, very clean transitions, no bobbles or missed elements, very clean dismounts

Dance				
DOD	1-2	3-4	5-6	7-8
	Basic motions and transitions. Very few level changes. Little creativity and lacking visual.	Intermediate motions and transitions. Few level changes. Moderate creativity and somewhat visual.	Advanced motions, with advanced transitions and several level changes. Creative and visual.	Multiple advanced motions with advanced transitions and several level changes. Highly creative/original and very visual.
EXE				
	poor technique, poor timing, sloppy transitions and formations	average technique, good timing, not very clean on transitions and formations	above average technique, very good timing, clean transitions and formations	excellent technique, perfect timing, very clean transitions and formations

Cheer				
DOD	1-2	3	4	5
	Less than majority squad incorporations. Basic transitions, lacking complexity. Little creativity and lacking visual. Cheer must include motions and words.	Half squad incorporations. Intermediate transitions. Moderate creativity and somewhat visual. Cheer must include motions and words.	Majority squad incorporations. Advanced transitions. Creative and visual. Cheer must include motions and words.	Full squad incorporations. Multiple advanced transitions. Highly creative and very visual. Cheer must include motions and words.
EXE				
	poor technique, poor timing, sloppy transitions, and volume	average technique, good timing, not very clean on transitions, and volume	above average technique, very good timing, clean transitions, and volume	excellent technique, perfect timing, very clean transitions, excellent volume

NOTE: Total team must cheer and dance to max out DOD

Georgia High School Association

Competitive Cheerleading – Judging Score Sheet

School: _____ Class/ Region: _____ Team Members: _____ Judge Number: _____

Categories	Strong Points	Needs Improvement	Possible Score	Score		
Jumps						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Good Landings <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off <input type="checkbox"/> Improve Landings	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> 6 <i>Execution</i> 8		
Standing Tumbling						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Clean <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off <input type="checkbox"/> Improve Cleaness	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> 6 <i>Execution</i> 8		
Running Tumbling						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> High Difficulty <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off <input type="checkbox"/> Not Clean	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Difficulty	<i>Degree of Difficulty</i> 6 <i>Execution</i> 8		
Partner Stunts/ Tosses						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Clean/ Solid <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Dismounts	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> 8 <i>Execution</i> 10		
Pyramids						
	<input type="checkbox"/> Good Timing <input type="checkbox"/> Good Form <input type="checkbox"/> Clean/ Solid <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Dismounts	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	<i>Degree of Difficulty</i> 8 <i>Execution</i> 10		
Dance	<input type="checkbox"/> Good Timing <input type="checkbox"/> Clean/ Solid	<input type="checkbox"/> Good Form <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Energy	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	8	
Cheer/ Chant	<input type="checkbox"/> Good Timing <input type="checkbox"/> Clean/ Solid	<input type="checkbox"/> Good Volume <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Increase Volume	<input type="checkbox"/> Improve Form <input type="checkbox"/> Add Variety	5	
Creativity	<input type="checkbox"/> Creative	<input type="checkbox"/> Visual	<input type="checkbox"/> Add Creativity	<input type="checkbox"/> Add Visuals	3	
Formations/ Transitions	<input type="checkbox"/> Good Timing <input type="checkbox"/> Fluid Movement	<input type="checkbox"/> Good Spacing <input type="checkbox"/> Nice Variety	<input type="checkbox"/> Timing Off/ Clean Up <input type="checkbox"/> Improve Formations	<input type="checkbox"/> Spacing Off <input type="checkbox"/> Add Variety	3	
Showmanship	<input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Clean/ Solid	<input type="checkbox"/> Good Energy <input type="checkbox"/> Good Facials	<input type="checkbox"/> No Crowd Appeal <input type="checkbox"/> Improve Facials	<input type="checkbox"/> Add Energy <input type="checkbox"/> Add Variety	3	
				Total Score		
_____ <i>Signature</i>						