



2011-12 COMPOSITE SCORESHEET – YOUTH/JR HIGH AND HIGH SCHOOL NOVICE TEAMS

SCHOOL/TEAM:

DIVISION:

OF PARTICIPANTS:

EVENT/COMP:

SAFETY JUDGE(S):

PERFORMANCE DEDUCTIONS

= DEDUCTION _____

(See attached sheet for deduction clarification)

SAFETY RULES/DIVISION LIMITATION _____ x 3.0

= PENALTY _____

(3 points for each occurrence of an illegal procedure - See attached sheet for infraction clarification)

TOTAL ROUTINE LENGTH (1-10 seconds over = 1 pt. penalty; 11-20 seconds over = 2 pts. penalty; etc.)

= PENALTY _____

Performance Cheer: 2 minutes Show Cheer: 2 1/2 minutes
Jr./Youth Song/Pom 2 1/2 minutes Group Stunt: 1 minute

TOTAL ROUTINE LENGTH _____

SCHOOL SHOW CHEER MUSIC: TIME RESTRICTION

= PENALTY _____

The music section cannot be more than 1:30. (1-10 seconds over = 1 pt. penalty; 11-20 seconds over = 2 pts. penalty; etc.)

NOTE: In Show Cheer for youth sports teams, music may be used for the entire length of the routine.

TOTAL ROUTINE LENGTH _____ MUSIC LENGTH _____

POM USE RESTRICTION: (1-5 seconds under = 1 pt. penalty; 6 -10 seconds under = 2 pts. penalty; etc.)

= PENALTY _____

JR/YOUTH SONG/POM (Poms must be used for at least half of the routine)

TOTAL ROUTINE LENGTH _____ POM USAGE LENGTH _____

OTHER PENALTIES

= PENALTY _____

Props/Improper Footwear or Costuming _____ x 3

Unnecessary Change In Performance Order/Delay of Contest: _____ x 3

Tumbling/Stunting off mat (Opens and Nationals Only) _____ x 3

DISQUALIFICATION PENALTIES

- An individual may not participate on two teams within the same category type and/or divisions within a category when separated by size or stunt/tumbling limitations (i.e. Small and Large Show Cheer divisions)
- Entrance/performance of team/individual in an incorrect category/division.
- Violation of age/grade and/or eligibility requirements.

JUDGE #1 _____

JUDGE #4 _____

TOTAL POINTS: _____

JUDGE #2 _____

JUDGE #5 _____

DIVIDED BY # OF JUDGES: _____

JUDGE #3 _____

LESS DEDUCTIONS/PENALTIES: _____

GRAND TOTAL: _____

DIFFICULTY SCORE:

Table with 5 columns: JUMPS, TUMBLING, STUNTS, PYRAMIDS, TOTAL