



# OASSA's State of Ohio Cheer and Dance Competition

## CHEER/DANCE OVERALL EFFECT SCORE SHEET

# NON-MOUNT

Judge's #	JUDGING CRITERIA		1	2	3	4	5	6	7	8	9	10
			<i>Fair</i>		<i>Good</i>			<i>Excellent</i>				
CATEGORY	MAX POINT VALUE	SCORE	COMMENTS									

### CHEER

<b>Motion Placement</b>	<b>10</b>		Strong Placement & Execution Sharp Motions	Weak Arm Placement & Execution/Flying Arms Motions Lack Sharpness
<b>Strength of Motions/Sharpness</b>	<b>10</b>		Visual Motions Clean Timing	Lacks Visual Effects Mistakes Were Made
<b>Variety/Difficulty</b>	<b>10</b>		Great Use of Props Easy to Follow Cheer	Needs More Crowd Involvement Out of Breath
<b>Synchronization/Timing</b>	<b>10</b>		Strong Voices Good Pace	Signs Not Used Effectively
<b>Overall Crowd Involvement</b>	<b>10</b>			
<b>Voice/Pace/Flow</b>	<b>5</b>			
<b>Proper Use of Props (signs, poms, flags, etc)</b>	<b>5</b>			

### DANCE

<b>Execution of Dance</b>	<b>10</b>		Visual Choreography Strong Dance	Weak Choreography Weak Dance Technique
<b>Synchronization/Timing</b>	<b>10</b>		Nice Synchronization Visual Formations and Transitions	Spacing Off Anticipated Motions
<b>Variety/Creativity/Difficulty</b>	<b>10</b>		Good Spacing	Timing Issues

### OVERALL IMPRESSION

<b>Transition/ Formation/ Spacing/ Variety</b>	<b>10</b>		Varied Transitions/Formations Energetic and Confident	Lacks Variety Lacks Energy/Confidence
<b>Energy/Showmanship</b>	<b>10</b>		Strong Execution of Routine	Weak Overall Execution
<b>Overall Effect</b>	<b>15</b>			

Total Score (125)



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## TUMBLING AND JUMPS SCORE SHEET

# NON-MOUNT

<b>Judge's #</b>	<b>JUDGING CRITERIA BASE ON 75% OR MORE</b>	<b>1   2   3   4   5   6   7   8   9   10</b> <i>Cartwheels/Rolls   Back handsprings   Combo Skills w/ tucks   Layouts   Twisting Skills</i>
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CATEGORY	MAX POINT VALUE	SCORE	COMMENTS
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### STANDING TUMBLING

<b>Variety/Difficulty</b>	<b>10</b>	
<b>Execution/Form</b>	<b>10</b>	
<b>Synchronization/Timing</b>	<b>5</b>	

Multiple Skills	Lacks Variety
Elite Tumbling Skills	Average Tumbling Skills
Clean Execution and Precision	Poor Technique/Body Placement
	Mistakes Were Made

### RUNNING TUMBLING

<b>Variety/Difficulty</b>	<b>10</b>	
<b>Execution/Form</b>	<b>10</b>	
<b>Synchronization/Timing</b>	<b>5</b>	

Multiple Skills	Lacks Variety
Elite Tumbling Skills	Average Tumbling Skills
Clean Execution and Precision	Poor Technique/Body Placement
	Mistakes Were Made

<b>JUMPS</b>	<b>JUDGING CRITERIA BASE ON 75% OR MORE</b>	<b>1   2   3   4   5   6   7   8   9   10</b> <i>single jump   double jumps   triple jump with variety up to and not excluding tumbling skill added</i>
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### JUMPS

<b>Variety/Difficulty</b>	<b>10</b>	
<b>Execution</b>	<b>10</b>	
<b>Synchronization/Timing</b>	<b>5</b>	

Proper Form	Landing With Feet Apart
Strong Timing and Precision	Poor Technique/Body Placement/Improper Arm Placement
Elite Jumps	Lacks Variety
Proper Height	Lacks Height

**Total Score (75)**