

## Maine Principals' Association Cheering Competition Form

Judge Number:   4  

Class: A - B - C - D

Initial/Final

School Name: \_\_\_\_\_

Number: \_\_\_\_\_

Category	Max Pts.	Pts.	Comments	
Dance	10		<input type="checkbox"/> Good Variety/ Incorp. <input type="checkbox"/> Dance Suits Music <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Strong Technique	<input type="checkbox"/> Need Variety/Difficulty <input type="checkbox"/> Does Not Fit Music <input type="checkbox"/> Not Together-Too Fast/Slow <input type="checkbox"/> Substandard Technique
Jumps	10		<input type="checkbox"/> Good Variety/Height <input type="checkbox"/> Good Jumps <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Strong Technique	<input type="checkbox"/> Need Variety/Height <input type="checkbox"/> Timing Off <input type="checkbox"/> Substandard Technique- Pt.Toes/Arm-Leg Placement
Transition/ Flow / Formation & Spacing	5		<input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly <input type="checkbox"/> Good Precision <input type="checkbox"/> Good Flow <input type="checkbox"/> Stop & Start Together <input type="checkbox"/> Good Spacing / Centered	<input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy <input type="checkbox"/> Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Spacing off / Not Centered <input type="checkbox"/> Late to Position
Voice/Projection/ Expression/ Showmanship	5		<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Clarity/Tone <input type="checkbox"/> Good Expressions <input type="checkbox"/> Showy/Spirited <input type="checkbox"/> Genuine/Energetic	<input type="checkbox"/> Be Louder <input type="checkbox"/> Not Clear/Lower Tone <input type="checkbox"/> Fades <input type="checkbox"/> More Smiles <input type="checkbox"/> Keep Spirit Entire Time <input type="checkbox"/> Low Energy Level
Overall Effect / Performance Appeal	5		<input type="checkbox"/> Confident Performance <input type="checkbox"/> Executed Clean <input type="checkbox"/> Solid Routine	<input type="checkbox"/> Unsure / Not Confident <input type="checkbox"/> Executed with Mistakes <input type="checkbox"/> Bobbles/Falls/Weak Sections <input type="checkbox"/> Timing Off
Total Score				

## Maine Principals' Association Cheering Competition Form

Judge Number:   2  

Class: A - B - C - D

Initial/Final

School Name: \_\_\_\_\_

Number: \_\_\_\_\_

Category	Max Pts.	Pts.	Comments
Motion Technique	10		<input type="checkbox"/> Strong Motions/Sharp <input type="checkbox"/> Good Levels/Angles <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Snap Motions/Be Tighter <input type="checkbox"/> Flying Arms/Angles Off <input type="checkbox"/> Not Together
Tumbling	10		<input type="checkbox"/> Strong Tumbling/Perfected <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Good Incorporation <input type="checkbox"/> Strong Technique <input type="checkbox"/> Weak/Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Weak Incorporation <input type="checkbox"/> Substandard Technique
Transition/ Flow / Formation & Spacing	5		<input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly <input type="checkbox"/> Good Precision <input type="checkbox"/> Good Flow <input type="checkbox"/> Stop & Start Together <input type="checkbox"/> Good Spacing / Centered <input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy <input type="checkbox"/> Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Spacing off / Not Centered <input type="checkbox"/> Late to Position
Voice/Projection/ Expression/ Showmanship	5		<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Clarity/Tone <input type="checkbox"/> Good Expressions <input type="checkbox"/> Showy/Spirited <input type="checkbox"/> Genuine/Energetic <input type="checkbox"/> Be Louder <input type="checkbox"/> Not Clear/Lower Tone <input type="checkbox"/> Fades <input type="checkbox"/> More Smiles <input type="checkbox"/> Keep Spirit Entire Time <input type="checkbox"/> Low Energy Level
Overall Effect / Performance Appeal	5		<input type="checkbox"/> Confident Performance <input type="checkbox"/> Executed Clean <input type="checkbox"/> Solid Routine <input type="checkbox"/> Unsure / Not Confident <input type="checkbox"/> Executed with Mistakes <input type="checkbox"/> Bobbles/Falls/Weak Sections <input type="checkbox"/> Timing Off
Total Score			

## Maine Principals' Association Cheering Competition Form

Judge Number:   3  

Class: A - B - C - D

Initial/Final

School Name: \_\_\_\_\_

Number: \_\_\_\_\_

Category	Max Pts.	Pts.	Comments	
Tumbling	10		<input type="checkbox"/> Strong Tumbling/Perfected <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Good Incorporation <input type="checkbox"/> Strong Technique	<input type="checkbox"/> Weak/Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Weak Incorporation <input type="checkbox"/> Substandard Technique
Dance	10		<input type="checkbox"/> Good Variety/Incorp. <input type="checkbox"/> Dance Suits Music <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Strong Technique	<input type="checkbox"/> Need Variety/Difficulty <input type="checkbox"/> Does Not Fit Music <input type="checkbox"/> Not Together-Too Fast/Slow <input type="checkbox"/> Substandard Technique
Transition/ Flow / Formation & Spacing	5		<input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly <input type="checkbox"/> Good Precision <input type="checkbox"/> Good Flow <input type="checkbox"/> Stop & Start Together <input type="checkbox"/> Good Spacing / Centered	<input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy <input type="checkbox"/> Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Spacing off / Not Centered <input type="checkbox"/> Late to Position
Voice/Projection/ Expression/ Showmanship	5		<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Clarity/Tone <input type="checkbox"/> Good Expressions <input type="checkbox"/> Showy/Spirited <input type="checkbox"/> Genuine/Energetic	<input type="checkbox"/> Be Louder <input type="checkbox"/> Not Clear/Lower Tone <input type="checkbox"/> Fades <input type="checkbox"/> More Smiles <input type="checkbox"/> Keep Spirit Entire Time <input type="checkbox"/> Low Energy Level
Overall Effect / Performance Appeal	5		<input type="checkbox"/> Confident Performance <input type="checkbox"/> Executed Clean <input type="checkbox"/> Solid Routine	<input type="checkbox"/> Unsure / Not Confident <input type="checkbox"/> Executed with Mistakes <input type="checkbox"/> Bobbles/Falls/Weak Sections <input type="checkbox"/> Timing Off
Total Score				

## Maine Principals' Association Cheering Competition Form

Judge Number:   5  

Class: A - B - C - D

Initial/Final

School Name: \_\_\_\_\_

Number: \_\_\_\_\_

Category	Max Pts.	Pts.	Comments
Pyramid and Partner Stunts	10		<input type="checkbox"/> Good Stunts/Solid <input type="checkbox"/> Strong Technique <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Good Variety/Incorp. <input type="checkbox"/> Clean Dismounts <input type="checkbox"/> Stunts Not Steady <input type="checkbox"/> Substandard Technique <input type="checkbox"/> Timing Off <input type="checkbox"/> Need Variety/Difficulty <input type="checkbox"/> Watch Dismounts
Motion Technique	10		<input type="checkbox"/> Strong Motions/Sharp <input type="checkbox"/> Good Levels/Angles <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Snap Motions/Be Tighter <input type="checkbox"/> Flying Arms/Angles Off <input type="checkbox"/> Not Together
Transition/ Flow / Formation & Spacing	5		<input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly <input type="checkbox"/> Good Precision <input type="checkbox"/> Good Flow <input type="checkbox"/> Stop & Start Together <input type="checkbox"/> Good Spacing / Centered <input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy <input type="checkbox"/> Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Spacing off / Not Centered <input type="checkbox"/> Late to Position
Voice/Projection/ Expression/ Showmanship	5		<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Clarity/Tone <input type="checkbox"/> Good Expressions <input type="checkbox"/> Showy/Spirited <input type="checkbox"/> Genuine/Energetic <input type="checkbox"/> Be Louder <input type="checkbox"/> Not Clear/Lower Tone/Fades <input type="checkbox"/> More Smiles <input type="checkbox"/> Keep Spirit Entire Time <input type="checkbox"/> Low Energy Level
Overall Effect / Performance Appeal	5		<input type="checkbox"/> Confident Performance <input type="checkbox"/> Executed Clean <input type="checkbox"/> Solid Routine <input type="checkbox"/> Unsure / Not Confident <input type="checkbox"/> Executed with Mistakes <input type="checkbox"/> Bobbles/Falls/Weak Sections <input type="checkbox"/> Timing Off
Total Score			

## Maine Principals' Association Cheering Competition Form

Judge Number:   1  

Class: A - B - C - D

Initial/Final

School Name: \_\_\_\_\_

Number: \_\_\_\_\_

Category	Max Pts.	Pts.	Comments		
Jumps	10		<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <input type="checkbox"/> Good Variety/Height  <input type="checkbox"/> Good Jumps  <input type="checkbox"/> Good Synchronization  <input type="checkbox"/> Strong Technique                 </td> <td style="width: 50%; border: none;"> <input type="checkbox"/> Need Variety/Height  <input type="checkbox"/> Timing Off  <input type="checkbox"/> Substandard Technique  <input type="checkbox"/> Pt.Toes/Arm-Leg Placement                 </td> </tr> </table>	<input type="checkbox"/> Good Variety/Height <input type="checkbox"/> Good Jumps <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Strong Technique	<input type="checkbox"/> Need Variety/Height <input type="checkbox"/> Timing Off <input type="checkbox"/> Substandard Technique <input type="checkbox"/> Pt.Toes/Arm-Leg Placement
<input type="checkbox"/> Good Variety/Height <input type="checkbox"/> Good Jumps <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Strong Technique	<input type="checkbox"/> Need Variety/Height <input type="checkbox"/> Timing Off <input type="checkbox"/> Substandard Technique <input type="checkbox"/> Pt.Toes/Arm-Leg Placement				
Pyramid and Partner Stunts	10		<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <input type="checkbox"/> Good Stunts/Solid  <input type="checkbox"/> Good Technique  <input type="checkbox"/> Good Synchronization  <input type="checkbox"/> Good Variety/Incorp.  <input type="checkbox"/> Clean Dismounts                 </td> <td style="width: 50%; border: none;"> <input type="checkbox"/> Stunts Not Steady  <input type="checkbox"/> Substandard Technique  <input type="checkbox"/> Timing Off  <input type="checkbox"/> Need Variety/Difficulty  <input type="checkbox"/> Watch Dismounts                 </td> </tr> </table>	<input type="checkbox"/> Good Stunts/Solid <input type="checkbox"/> Good Technique <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Good Variety/Incorp. <input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Stunts Not Steady <input type="checkbox"/> Substandard Technique <input type="checkbox"/> Timing Off <input type="checkbox"/> Need Variety/Difficulty <input type="checkbox"/> Watch Dismounts
<input type="checkbox"/> Good Stunts/Solid <input type="checkbox"/> Good Technique <input type="checkbox"/> Good Synchronization <input type="checkbox"/> Good Variety/Incorp. <input type="checkbox"/> Clean Dismounts	<input type="checkbox"/> Stunts Not Steady <input type="checkbox"/> Substandard Technique <input type="checkbox"/> Timing Off <input type="checkbox"/> Need Variety/Difficulty <input type="checkbox"/> Watch Dismounts				
Transition/ Flow / Formation & Spacing	5		<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly  <input type="checkbox"/> Good Precision  <input type="checkbox"/> Good Flow  <input type="checkbox"/> Stop &amp; Start Together  <input type="checkbox"/> Good Spacing / Centered                 </td> <td style="width: 50%; border: none;"> <input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy  <input type="checkbox"/> Not Perfected  <input type="checkbox"/> Not Together/Timing Off  <input type="checkbox"/> Spacing off / Not Centered  <input type="checkbox"/> Late to Position                 </td> </tr> </table>	<input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly <input type="checkbox"/> Good Precision <input type="checkbox"/> Good Flow <input type="checkbox"/> Stop & Start Together <input type="checkbox"/> Good Spacing / Centered	<input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy <input type="checkbox"/> Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Spacing off / Not Centered <input type="checkbox"/> Late to Position
<input type="checkbox"/> Moves Quickly/Cleanly/ Smoothly <input type="checkbox"/> Good Precision <input type="checkbox"/> Good Flow <input type="checkbox"/> Stop & Start Together <input type="checkbox"/> Good Spacing / Centered	<input type="checkbox"/> Moves Slow/ /Not Clean/ Choppy <input type="checkbox"/> Not Perfected <input type="checkbox"/> Not Together/Timing Off <input type="checkbox"/> Spacing off / Not Centered <input type="checkbox"/> Late to Position				
Voice/Projection/ Expression/ Showmanship	5		<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <input type="checkbox"/> Strong Voices  <input type="checkbox"/> Good Clarity/Tone  <input type="checkbox"/> Good Expressions  <input type="checkbox"/> Showy/Spirited  <input type="checkbox"/> Genuine/Energetic                 </td> <td style="width: 50%; border: none;"> <input type="checkbox"/> Be Louder  <input type="checkbox"/> Not Clear/Lower Tone  <input type="checkbox"/> Fades  <input type="checkbox"/> More Smiles  <input type="checkbox"/> Keep Spirit Entire Time  <input type="checkbox"/> Low Energy Level                 </td> </tr> </table>	<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Clarity/Tone <input type="checkbox"/> Good Expressions <input type="checkbox"/> Showy/Spirited <input type="checkbox"/> Genuine/Energetic	<input type="checkbox"/> Be Louder <input type="checkbox"/> Not Clear/Lower Tone <input type="checkbox"/> Fades <input type="checkbox"/> More Smiles <input type="checkbox"/> Keep Spirit Entire Time <input type="checkbox"/> Low Energy Level
<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Clarity/Tone <input type="checkbox"/> Good Expressions <input type="checkbox"/> Showy/Spirited <input type="checkbox"/> Genuine/Energetic	<input type="checkbox"/> Be Louder <input type="checkbox"/> Not Clear/Lower Tone <input type="checkbox"/> Fades <input type="checkbox"/> More Smiles <input type="checkbox"/> Keep Spirit Entire Time <input type="checkbox"/> Low Energy Level				
Overall Effect / Performance Appeal	5		<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <input type="checkbox"/> Confident Performance  <input type="checkbox"/> Executed Clean  <input type="checkbox"/> Solid Routine                 </td> <td style="width: 50%; border: none;"> <input type="checkbox"/> Unsure / Not Confident  <input type="checkbox"/> Executed with Mistakes  <input type="checkbox"/> Bobbles/Falls/Weak Sections  <input type="checkbox"/> Timing Off                 </td> </tr> </table>	<input type="checkbox"/> Confident Performance <input type="checkbox"/> Executed Clean <input type="checkbox"/> Solid Routine	<input type="checkbox"/> Unsure / Not Confident <input type="checkbox"/> Executed with Mistakes <input type="checkbox"/> Bobbles/Falls/Weak Sections <input type="checkbox"/> Timing Off
<input type="checkbox"/> Confident Performance <input type="checkbox"/> Executed Clean <input type="checkbox"/> Solid Routine	<input type="checkbox"/> Unsure / Not Confident <input type="checkbox"/> Executed with Mistakes <input type="checkbox"/> Bobbles/Falls/Weak Sections <input type="checkbox"/> Timing Off				
Total Score					