



Florida HS Varsity Cheer COED

GROUP TUMBLING (Music Section)	Max	
RUNNING TUMBLING	5	<input type="text"/>
STANDING TUMBLING	5	<input type="text"/>
OVERALL (Music Section)		
DANCE	5	<input type="text"/>
GROUP JUMP(S)	5	<input type="text"/>
OVERALL EFFECT	5	<input type="text"/>
J1 TOTAL	25	<input type="text" value="0"/>
COMMENTS	<input type="text"/>	

STUNTS (Music Section)	Max	
EXECUTION/TECHNIQUE	10	<input type="text"/>
DIFFICULTY	5	<input type="text"/>
VARIETY OF COED STUNTS THROUGHOUT ROUTINE	5	<input type="text"/>
PYRAMID(S) (Music Section)		
EXECUTION/TECHNIQUE	10	<input type="text"/>
DIFFICULTY	5	<input type="text"/>
VARIETY OF TRANSITIONS	5	<input type="text"/>
J2 TOTAL	40	<input type="text" value="0"/>
COMMENTS	<input type="text"/>	

CROWD LEADING	Max		
CROWD EFFECTIVE MATERIAL	10		<input type="text"/>
PROPER USE OF SKILLS TO EFFECTIVELY LEAD CROWD	5	MOTION, VOLUME, TECHNIQUE, TOTAL SQUAD INVOLVEMENT	<input type="text"/>
INCORPORATIONS			
PROPER USE OF COED STUNTS TO EFFECTIVELY LEAD CROWD THROUGHOUT CHEER (UTILIZATION OF SQUAD MEMBERS)	5		<input type="text"/>
USE OF SIGNS, POMS AND/OR MEGAPHONES TO EFFECTIVELY LEAD THE CROWD	5		<input type="text"/>
EXECUTION/TECHNIQUE OF INCORPORATIONS - PROPER COED STUNTING TECHNIQUE	5		<input type="text"/>
OVERALL CHEER IMPRESSION	5		<input type="text"/>
J3 TOTAL	35		<input type="text" value="0"/>
COMMENTS	<input type="text"/>		

FL Deductions		Total #	J4 Points Deducted
DEDUCTIONS		# Incidents	
Minor Fall (0.5)	<input type="text"/>	0.00	0.00
Comments: <input type="text"/>			
Major Building Fall (1.0)	<input type="text"/>	0.00	0.00
Comments: <input type="text"/>			
SAFETY			
General Safety -- Tumbling or Building Skill Out of Level	<input type="text"/>	0.00	0.00
Comments: <input type="text"/>			
Enter TIME (e.g., 2:27)	<input type="text"/>		
TOTALS			
<input type="text" value="0.00"/>			