



Squad Name
Division

Judge
Panel

		Max Value	Difficulty Score	Max Value	Execution Score	Suggested Improvements	Strong Areas	Additional Comments
Skills Execution	Stunts	5		5		<input type="checkbox"/> Work on execution	<input type="checkbox"/> Good execution	
	Pyramids & Tosses	5		5		<input type="checkbox"/> Add difficulty	<input type="checkbox"/> Good difficulty	
	Tumbling	5		5		<input type="checkbox"/> Add more transitions	<input type="checkbox"/> Creative transitions	
	Jumps	5		5		<input type="checkbox"/> Add more structures	<input type="checkbox"/> Good structures	
	Coed	5		5		<input type="checkbox"/> Squeeze legs/feet	<input type="checkbox"/> Clean landings	
						<input type="checkbox"/> Timing issues	<input type="checkbox"/> Good timing	
						<input type="checkbox"/> Point toes	<input type="checkbox"/> Toes pointed	
						<input type="checkbox"/> Need more Variety	<input type="checkbox"/> Good variety	
						<input type="checkbox"/> Clean up dismounts	<input type="checkbox"/> Good dismounts	
						<input type="checkbox"/> Work on stability	<input type="checkbox"/> Solid Stunting	

		Max Value	Score
Crowd Appeal	Voice/Energy	10	
	Crowd Leading	10	
	Creativity	10	

<input type="checkbox"/> Work on voices	<input type="checkbox"/> Strong voices
<input type="checkbox"/> Be more energetic	<input type="checkbox"/> Good enthusiasm
<input type="checkbox"/> Engage more	<input type="checkbox"/> Crowd leading
<input type="checkbox"/> Entertain more	<input type="checkbox"/> Crowd pleasing
<input type="checkbox"/> Too repetitive	<input type="checkbox"/> Good variety
<input type="checkbox"/> Be more creative	<input type="checkbox"/> Good creativity

		Max Value	Score
Routine Execution	Motion Technique	10	
	Dance	10	
	Synchronization	10	
	Transitions/Formations	10	

<input type="checkbox"/> Work on placement	<input type="checkbox"/> Good technique
<input type="checkbox"/> Tighter motions	<input type="checkbox"/> Good sharpness
<input type="checkbox"/> Add level changes	<input type="checkbox"/> Visually appealing
<input type="checkbox"/> Add formation changes	<input type="checkbox"/> Great variety
<input type="checkbox"/> Timing issues	<input type="checkbox"/> Good timing
<input type="checkbox"/> Work on flow/pace	<input type="checkbox"/> Clean, easy to follow
<input type="checkbox"/> Work on formations	<input type="checkbox"/> Good formations
<input type="checkbox"/> Work on spacing	<input type="checkbox"/> Good use of space

Total Points	
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