

2023 HSP SIDELINE/TIMEOUT FREESTYLE CATEGORY

of team members

You choose your best sideline timeout material that must include at least two of the following (Dance, Cheer, Stunts, Tumbling). It may include all four if you so choose. This is a category meant to be fun where you put your best crowd-leading and entertaining material on the floor. Judges will award points in all captions

LEVEL: Beginning Intermediate Advanced

STUDIO/GYM _____ CLASS: Tiny Mini Junior Senior Elite Adult Adaptive

(✓) Denotes Superior Performance (O) Denotes Improvement Needed

Scoring Categories			Rating	SCORE
CHOREOGRAPHY	<input type="checkbox"/> Variety of technical movements associated with genres performed	<input type="checkbox"/> Continuity	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	
	<input type="checkbox"/> Routine Flow	<input type="checkbox"/> Creativity		
	<input type="checkbox"/> Musical Interpretation	<input type="checkbox"/> Variety		
		<input type="checkbox"/> Originality		
	<input type="checkbox"/> Visual Effects	<input type="checkbox"/> Level Changes		
	<input type="checkbox"/> Transitions	<input type="checkbox"/> Combinations		
	<input type="checkbox"/> Continuity of Genres			25
DIFFICULTY	<input type="checkbox"/> Difficulty of Stunts <i>if applicable</i>	<input type="checkbox"/> Difficulty of Dance <i>if applicable</i>	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	
	<input type="checkbox"/> Beginning Level Two Foot Prep and Below	<input type="checkbox"/> Difficulty of Cheers <i>if applicable</i>		
	<input type="checkbox"/> Intermediate Level Prep Level	<input type="checkbox"/> Difficulty of Tumbling <i>if applicable</i>		
	<input type="checkbox"/> Advanced Level Extended Level			
EXECUTION	<input type="checkbox"/> Precision	<input type="checkbox"/> Sharpness	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	
	<input type="checkbox"/> Timing/Unison	<input type="checkbox"/> Completion of Moves		
	<input type="checkbox"/> Technique	<input type="checkbox"/> Squad Unity		
	<input type="checkbox"/> Movements: head hands arms torso legs footwork	<input type="checkbox"/> Pom Work If applicable		
	<input type="checkbox"/> Transitions	<input type="checkbox"/> Spacing		
	<input type="checkbox"/> Audience Appeal			25
CROWDLEADING OVERALL IMPRESSION	<input type="checkbox"/> Visual Effects	<input type="checkbox"/> Eye Contact/Confidence	Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	
	<input type="checkbox"/> Use of Squad	<input type="checkbox"/> Posture/Projection		
	<input type="checkbox"/> Facial Expressions	<input type="checkbox"/> Voice Projection/Pitch if Applicable		
	<input type="checkbox"/> Energy	<input type="checkbox"/> Incorporation of Specialties		
	<input type="checkbox"/> Flow of Transitions	<input type="checkbox"/> Use of Floor		
				25
SHOWCASING IN NOT ALLOWED IN THIS DIVISION*			SUBTOTAL	
Judge's Signature			Deduction	
Tabulator's Signature			SUB SCORE	