

2025 HSP SIDELINE-TIMEOUT FREESTYLE

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.



revised 06/18/2024 ©

Checked Box Denotes Superior Performance

Total Team Members =

Boxes are only checked when skill was done in a superior way

SCORING CATEGORIES		RATING	TOTALS
CHOREOGRAPHY <input type="checkbox"/> Combinations <input type="checkbox"/> Dynamics <input type="checkbox"/> Routine Flow <input type="checkbox"/> Continuity <input type="checkbox"/> Level Changes <input type="checkbox"/> Transitions <input type="checkbox"/> Continuity of Genres <input type="checkbox"/> Musical Interpretation <input type="checkbox"/> Visual Effects <input type="checkbox"/> Creativity <input type="checkbox"/> Originality <input type="checkbox"/> Variety of Technical Movements associated with the Genres Performed COMMENTS		Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	25
DIFFICULTY <i>If applicable to the Routine</i> <input type="checkbox"/> Difficulty of Cheers <input type="checkbox"/> Difficulty of Stunts <input type="checkbox"/> Difficulty of Stunts <input type="checkbox"/> Difficulty of Tumbling <input type="checkbox"/> Adv Level and Extended Level <input type="checkbox"/> Beginning Two Foot Prep & Below <input type="checkbox"/> Interm Level Prep Level COMMENTS		Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	25
EXECUTION <input type="checkbox"/> Completion of Moves <input type="checkbox"/> Sharpness <input type="checkbox"/> Technique <input type="checkbox"/> Pom Work (if applicable) <input type="checkbox"/> Spacing <input type="checkbox"/> Timing/Unison <input type="checkbox"/> Precision <input type="checkbox"/> Squad Unity <input type="checkbox"/> Transitions COMMENTS		Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	25
CROWD LEADING OVERALL IMPRESSION <input type="checkbox"/> Audience Appeal <input type="checkbox"/> Flow of Transitions <input type="checkbox"/> Posture <input type="checkbox"/> Energy <input type="checkbox"/> Incorporation of <input type="checkbox"/> Projection/Pitch <input type="checkbox"/> Eye Contact/Confidence Specialities <input type="checkbox"/> Use of Squad <input type="checkbox"/> Facial Expressions <input type="checkbox"/> Visual Effects COMMENTS		Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	25
* See GENERAL RULES for SHOWCASING information.		Showcasing Deduction (if applicable)	
Judge's Signature	<input type="checkbox"/>		
Tabulator's Initials	<input type="checkbox"/>	SUB SCORE	0