

2025 JR HIGH/MIDDLE 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 02/04/2025 ©

Total Team Members =

SCORING CATEGORIES			RATING	TOTALS
<p>CHOREOGRAPHY ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed</p> <p>✓+ ✓- ✓+ ✓- ✓+ ✓-</p> <p><input type="checkbox"/> <input type="checkbox"/> Combinations <input type="checkbox"/> <input type="checkbox"/> Dynamics <input type="checkbox"/> <input type="checkbox"/> Routine Flow</p> <p><input type="checkbox"/> <input type="checkbox"/> Continuity <input type="checkbox"/> <input type="checkbox"/> Level Changes <input type="checkbox"/> <input type="checkbox"/> Transitions</p> <p><input type="checkbox"/> <input type="checkbox"/> Continuity of Genres <input type="checkbox"/> <input type="checkbox"/> Musical Interpretation <input type="checkbox"/> <input type="checkbox"/> Visual Effects</p> <p><input type="checkbox"/> <input type="checkbox"/> Creativity <input type="checkbox"/> <input type="checkbox"/> Originality</p> <p><input type="checkbox"/> <input type="checkbox"/> Variety of Technical Movements associated with the Genres Performed</p> <p>COMMENTS</p>			<p>Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12</p>	<p>25</p>
<p>DIFFICULTY <i>If applicable to the Routine</i></p> <p>✓+ ✓- ✓+ ✓-</p> <p><input type="checkbox"/> <input type="checkbox"/> Difficulty of Cheers <input type="checkbox"/> <input type="checkbox"/> Difficulty of Stunts</p> <p><input type="checkbox"/> <input type="checkbox"/> Difficulty of Dance <input type="checkbox"/> <input type="checkbox"/> Difficulty of Tumbling</p> <p>COMMENTS</p>				
<p>CROWD LEADING OVERALL IMPRESSION</p> <p>✓+ ✓- ✓+ ✓- ✓+ ✓-</p> <p><input type="checkbox"/> <input type="checkbox"/> Audience Appeal <input type="checkbox"/> <input type="checkbox"/> Flow of Transitions <input type="checkbox"/> <input type="checkbox"/> Posture</p> <p><input type="checkbox"/> <input type="checkbox"/> Energy <input type="checkbox"/> <input type="checkbox"/> Incorporation of <input type="checkbox"/> <input type="checkbox"/> Projection/Pitch</p> <p><input type="checkbox"/> <input type="checkbox"/> Eye Contact/Confidence Specialities <input type="checkbox"/> <input type="checkbox"/> Use of Squad</p> <p><input type="checkbox"/> <input type="checkbox"/> Facial Expressions <input type="checkbox"/> <input type="checkbox"/> Visual Effects</p> <p>COMMENTS</p>			<p>Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12</p>	<p>25</p>
<p>EXECUTION</p> <p>✓+ ✓- ✓+ ✓- ✓+ ✓-</p> <p><input type="checkbox"/> <input type="checkbox"/> Completion of Moves <input type="checkbox"/> <input type="checkbox"/> Sharpness <input type="checkbox"/> <input type="checkbox"/> Technique</p> <p><input type="checkbox"/> <input type="checkbox"/> Pom Work (<i>if applicable</i>) <input type="checkbox"/> <input type="checkbox"/> Spacing <input type="checkbox"/> <input type="checkbox"/> Timing/Unison</p> <p><input type="checkbox"/> <input type="checkbox"/> Precision <input type="checkbox"/> <input type="checkbox"/> Squad Unity <input type="checkbox"/> <input type="checkbox"/> Transitions</p> <p>COMMENTS</p>				
<p>Judge's Signature <input type="checkbox"/></p> <p>Tabulator(s) <input type="checkbox"/></p>			<p>SUB SCORE</p>	<p>100</p>