

2024 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.

CLASS _____ DESIGNATION _____ STUDIO/GYM _____
 LEVEL _____

Denotes Superior Performance

Total Team Members = _____

| | | | Scoring Categories | Rating | TOTALS |
|--|--|--|----------------------|--------|--------|
| CHOREOGRAPHY | <input type="checkbox"/> Continuity <input type="checkbox"/> Creativity <input type="checkbox"/> Level Changes <input type="checkbox"/> Routine Flow <input type="checkbox"/> Variety <input type="checkbox"/> Transitions <input type="checkbox"/> Musical Interpretation <input type="checkbox"/> Dynamics <input type="checkbox"/> Combinations <input type="checkbox"/> Visual Effects <input type="checkbox"/> Originality <input type="checkbox"/> Continuity of Genres <input type="checkbox"/> Variety of Technical Movements associated with the genres performed | Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12 | | | |
| | Comments: _____ _____ | | 25 | | |
| DIFFICULTY | Difficulty of Stunts if applicable <input type="checkbox"/> Beginning Two Foot Prep & Below <input type="checkbox"/> Interm Level Prep Level <input type="checkbox"/> Adv Level and Extended Level Difficulty of Tumbling if applicable Difficulty of Dance if applicable Difficulty of Cheers if applicable | Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12 | | | |
| | Comments: _____ _____ | | 25 | | |
| EXECUTION | <input type="checkbox"/> Precision <input type="checkbox"/> Sharpness <input type="checkbox"/> Transitions <input type="checkbox"/> Timing/Unison <input type="checkbox"/> Completion of Moves <input type="checkbox"/> Spacing <input type="checkbox"/> Technique <input type="checkbox"/> Squad Unity <input type="checkbox"/> Pom work if applicable <input type="checkbox"/> Movements: head hands arms torso legs footwork | Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12 | | | |
| | Comments: _____ _____ | | 25 | | |
| CROWDLEADING OVERALL IMPRESSION | <input type="checkbox"/> Visual Effects <input type="checkbox"/> Eye Contact/Confidence <input type="checkbox"/> Audience Appeal <input type="checkbox"/> Use of Squad <input type="checkbox"/> Posture/Projection <input type="checkbox"/> Flow of Transitions <input type="checkbox"/> Facial Expressions <input type="checkbox"/> Energy <input type="checkbox"/> Use of Floor <input type="checkbox"/> Voice Projection/Pitch if applicable <input type="checkbox"/> Incorporation of Specialities | Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12 | | | |
| | Comments: _____ _____ | | 25 | | |
| * SHOWCASING IS NOT ALLOWED IN THIS DIVISION. Your stunt skills must stay in the level entered as outlined in the difficulty box. You will receive a 0.5 deduction from every judge for every time your stunt skills go over your level entered. | | | Showcasing Deduction | | |
| Judge's Signature _____ Judge <input type="checkbox"/> | | | | | |
| Tabulator's Initials _____ SC/SB <input type="checkbox"/> | | | SUB SCORE | | 0 |