



**BILL GEORGE YOUTH FOOTBALL LEAGUE
2007 CHEERLEADING & POM COMPETITION**

POM SCORESHEET

SQUAD NAME: _____ **LEVEL:** _____ **JUDGE:** _____

LARGE DIVISION **SMALL DIVISION**

CATEGORY	MAX POINTS	POINTS GIVEN	COMMENTS	
			POSITIVE	NEGATIVE
POM			<input type="checkbox"/> Good Flow of Movements	<input type="checkbox"/> Sharpen Motions
TECHNIQUE	10		<input type="checkbox"/> Good Angles / Sharp Colors	<input type="checkbox"/> Watch Arm Levels
USE OF POMS	10		<input type="checkbox"/> High Energy	<input type="checkbox"/> Low Energy
SHOWMANSHIP	10		<input type="checkbox"/> Good Enthusiasm	<input type="checkbox"/> Not Together / Precise
ENERGY / ENTHUSIASM	10		<input type="checkbox"/> Good Smiles / Expressions	<input type="checkbox"/> More Smiles / Facials
FUNDAMENTALS			<input type="checkbox"/> Strong Kicks / Kickline	<input type="checkbox"/> Point Toes
KICK / KICKLINE	5		<input type="checkbox"/> Maintained Kick / Kickline	<input type="checkbox"/> Kick / Kickline Off
			<input type="checkbox"/> Good Posture	<input type="checkbox"/> Watch Posture
JUMPS	10		<input type="checkbox"/> Good Jumps / Height	<input type="checkbox"/> Need Variety
				<input type="checkbox"/> Need Height
				<input type="checkbox"/> Point Toes
LEAPS OR TURNS	5		<input type="checkbox"/> Good Leap or Turn	<input type="checkbox"/> Watch Posture
			<input type="checkbox"/> Good Control	<input type="checkbox"/> Watch Control
PRECISION			<input type="checkbox"/> Strong Motions	<input type="checkbox"/> Watch Timing
MOTIONS	10		<input type="checkbox"/> Good Timing	<input type="checkbox"/> Watch Sync
TIMING	10		<input type="checkbox"/> Good Sync	<input type="checkbox"/> Too Fast / Too Slow
OVERALL EXECUTION / APPEAL			<input type="checkbox"/> Good Formations	<input type="checkbox"/> Formations Need Variety
FORMATIONS / SPACING	10		<input type="checkbox"/> Good Transitions	<input type="checkbox"/> Watch Spacing
USE OF FLOOR	10		<input type="checkbox"/> Good Variety / Flow	<input type="checkbox"/> Transitions Sloppy
CHOREOGRAPHY	10		<input type="checkbox"/> Very Creative	<input type="checkbox"/> Monotonous
			<input type="checkbox"/> Good Use of Floor	<input type="checkbox"/> Too Much / Jumbled
DEGREE OF DIFFICULTY	10		<input type="checkbox"/> Good Difficulty	<input type="checkbox"/> Add Difficulty
PERFECTION OF ROUTINE	10		<input type="checkbox"/> Solid Routine	<input type="checkbox"/> Tighten Moves
			<input type="checkbox"/> Good Memory	<input type="checkbox"/> Shaky / Needs Polish
			<input type="checkbox"/> Good Routine	<input type="checkbox"/> Need Memory Work
SUBTOTAL	130		COMMENTS:	
PENALTY POINTS				
TOTAL				