

## 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 02/04/2025 ©

Total Team Members =

SCORING CATEGORIES			RATING	TOTALS
<b>CHOREOGRAPHY</b> <span style="color: green;">✓+</span> Denotes Superior Performance <span style="color: red;">✓-</span> Denotes Improvement Needed <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <input type="checkbox"/> <input type="checkbox"/> Combinations <input type="checkbox"/> <input type="checkbox"/> Dynamics <input type="checkbox"/> <input type="checkbox"/> Routine Flow <input type="checkbox"/> <input type="checkbox"/> Continuity <input type="checkbox"/> <input type="checkbox"/> Level Changes <input type="checkbox"/> <input type="checkbox"/> Transitions <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 <input type="checkbox"/> <input type="checkbox"/> Creativity <input type="checkbox"/> <input type="checkbox"/> Originality <input type="checkbox"/> <input type="checkbox"/> Variety of Technical Movements associated with the Genres Performed <b>COMMENTS</b> 			Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	<b>25</b>
<b>DIFFICULTY</b> <i>If applicable to the Routine</i> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <input type="checkbox"/> <input type="checkbox"/> Difficulty of Cheers <input type="checkbox"/> <input type="checkbox"/> Difficulty of Stunts <input type="checkbox"/> <input type="checkbox"/> Difficulty of Dance <input type="checkbox"/> <input type="checkbox"/> Difficulty of Tumbling <b>BEGINNING LEVEL</b> <input type="checkbox"/> Two Foot Prep & Below <b>INTERMEDIATE LEVEL</b> <input type="checkbox"/> Prep Level & Two Foot Extension <b>ADVANCED LEVEL</b> <input type="checkbox"/> Any Extended Level or Below <b>COMMENTS</b> 				Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12
<b>CROWD LEADING OVERALL IMPRESSION</b> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <input type="checkbox"/> <input type="checkbox"/> Audience Appeal <input type="checkbox"/> <input type="checkbox"/> Flow of Transitions <input type="checkbox"/> <input type="checkbox"/> Posture <input type="checkbox"/> <input type="checkbox"/> Energy <input type="checkbox"/> <input type="checkbox"/> Incorporation of <input type="checkbox"/> <input type="checkbox"/> Projection/Pitch <input type="checkbox"/> <input type="checkbox"/> Eye Contact/Confidence <input type="checkbox"/> <input type="checkbox"/> Specialities <input type="checkbox"/> <input type="checkbox"/> Use of Squad <input type="checkbox"/> <input type="checkbox"/> Facial Expressions <input type="checkbox"/> <input type="checkbox"/> Visual Effects <b>COMMENTS</b> 			Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12	
<b>EXECUTION</b> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <span style="color: green;">✓+</span> <span style="color: red;">✓-</span> <input type="checkbox"/> <input type="checkbox"/> Completion of Moves <input type="checkbox"/> <input type="checkbox"/> Sharpness <input type="checkbox"/> <input type="checkbox"/> Technique <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 <input type="checkbox"/> <input type="checkbox"/> Precision <input type="checkbox"/> <input type="checkbox"/> Squad Unity <input type="checkbox"/> <input type="checkbox"/> Transitions <b>COMMENTS</b> 				Superior 22 – 25 Excellent 18 – 21 Outstanding 13 – 17 Below 0 – 12
* See GENERAL RULES for SHOWCASING information.			<b>Showcasing Deduction</b> <i>(if applicable)</i>	
Judge's Signature <input type="checkbox"/>				
Tabulator(s) <input type="checkbox"/>			<b>SUB SCORE</b>	