

OFFICIAL

JUDGE _____

SCORE ★ SHEET

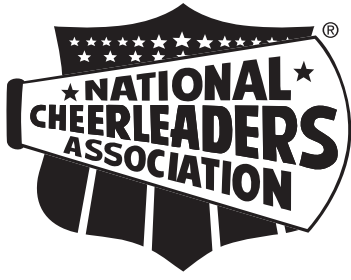
SCHOOL PERFORMANCE BUILDING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
STUNTS	5		5	
PYRAMIDS	5		5	
9 - 10				
TIMING Synchronization and Uniformity	10			

CRITIQUE

TOTAL POSSIBLE

30



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SCORE ★ SHEET

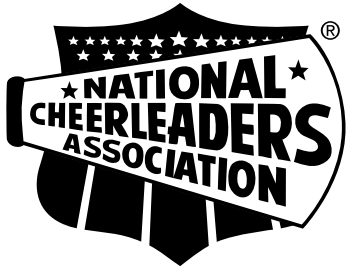
SCHOOL PERFORMANCE TUMBLING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	5		5	
JUMPS	5		5	
ROUTINE COMPOSITION		9 - 10		
Spacing, Seamless Movement and Patterns, Execution of Formations		10		

CRITIQUE

TOTAL POSSIBLE

30



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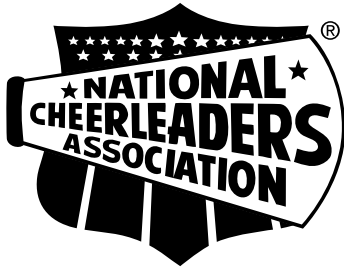
SCHOOL PERFORMANCE OVERALL ROUTINE

	MAXIMUM VALUE	DIFFICULTY 9 - 10
VOICE / INFLECTION <small>Pace of cheer is practical, Flow of words is easy to understand</small>	10	
MOTIONS / GIRLS DANCE	10	
PERFORMANCE / SHOWMANSHIP <small>Genuine enthusiasm and energy level throughout the routine</small>	10	
SCHOOL REPRESENTATION <small>Image, Sportsmanship, Performance Integrity</small>	10	

CRITIQUE

TOTAL POSSIBLE

40



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JUDGE _____

SCORE ★ SHEET

SCHOOL PERFORMANCE MASTER SCORESHEET

**BUILDING
SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
STUNTS	5		5	
PYRAMIDS	5		5	
9 - 10				
TIMING Synchronization and Uniformity	10			

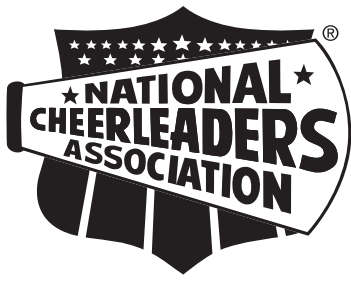
**TUMBLING
SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	5		5	
JUMPS	5		5	
9 - 10				
ROUTINE COMPOSITION Spacing, Seamless Movement and Patterns, Execution of Formations	10			

**OVERALL
PERFORMANCE**

	MAXIMUM VALUE	DIFFICULTY 9 - 10
VOICE / INFLECTION Pace of cheer is practical, Flow of words is easy to understand	10	
MOTIONS / GIRLS DANCE	10	
PERFORMANCE / SHOWMANSHIP Genuine enthusiasm and energy level throughout the routine	10	
SCHOOL REPRESENTATION Image, Sportsmanship, Performance Integrity	10	

TOTAL POSSIBLE	100	
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SCORE ★ SHEET

GAME DAY PERFORMANCE BUILDING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
STUNTS	5		5	
PYRAMIDS	5		5	

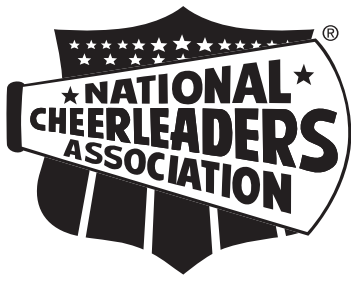
9 - 10

TIMING Synchronization and Uniformity	10	
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CRITIQUE

TOTAL POSSIBLE

30



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SCORE ★ SHEET

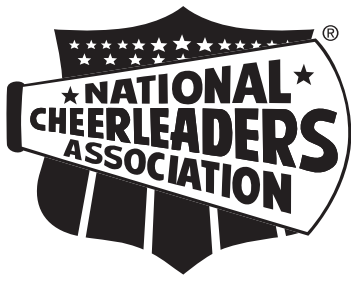
GAME DAY PERFORMANCE TUMBLING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	5		5	
JUMPS	5		5	
ROUTINE COMPOSITION		9 - 10		
Spacing, Seamless Movement and Patterns, Execution of Formations		10		

CRITIQUE

TOTAL POSSIBLE

30



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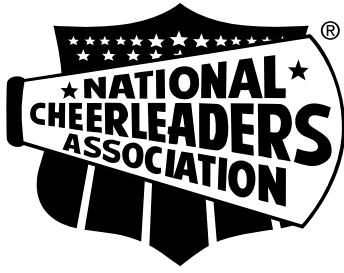
GAME DAY PERFORMANCE OVERALL ROUTINE

	MAXIMUM VALUE	DIFFICULTY 9 - 10
VOICE / INFLECTION Pace of cheer is practical, Flow of words is easy to understand	10	
MOTIONS / GIRLS DANCE	10	
CROWD EFFECTIVE MATERIAL Easy to follow, encourages crowd participation, use of props (signs, poms, flags, megaphones)	10	
SCHOOL REPRESENTATION Image, Sportsmanship, Performance Integrity	10	

CRITIQUE

TOTAL POSSIBLE

40



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SCORE ★ SHEET

GAME DAY PERFORMANCE MASTER SCORESHEET

**BUILDING
SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
STUNTS	5		5	
PYRAMIDS	5		5	
9 - 10				
TIMING <small>Synchronization and Uniformity</small>	10			

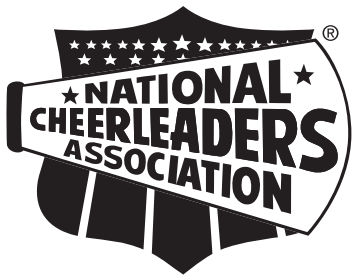
**TUMBLING
SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	5		5	
JUMPS	5		5	
9 - 10				
ROUTINE COMPOSITION <small>Spacing, Seamless Movement and Patterns, Execution of Formations</small>	10			

**OVERALL
PERFORMANCE**

	MAXIMUM VALUE	DIFFICULTY 9 - 10
VOICE / INFLECTION <small>Pace of cheer is practical, Flow of words is easy to understand</small>	10	
MOTIONS / GIRLS DANCE	10	
CROWD EFFECTIVE MATERIAL <small>Easy to follow, encourages crowd participation, use of props (signs, poms, flags, megaphones)</small>	10	
SCHOOL REPRESENTATION <small>Image, Sportsmanship, Performance Integrity</small>	10	

TOTAL POSSIBLE	100	
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OFFICIAL SCORE ★ SHEET

SCHOOL POINT DEDUCTION

S
T
P
J

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0 - :15 SECONDS

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:16 - :30 SECONDS

LEGEND		
AF	ATHLETE FALL	0.25
BF	BUILDING FALL	0.5
MBF	MAJOR BUILDING FALL	0.75
MAX	MAXIMUM	1.0

S
T
P
J

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:31 - :45 SECONDS

S
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J

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:46 SECONDS - 1 MINUTE

S	STUNTS
T	TUMBLING
P	PYRAMIDS
J	JUMPS

S
T
P
J

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1:01 - 1:15

S
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P
J

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1:16 - 1:30

COMMENTS	

S
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J

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1:31 - 1:45

S
T
P
J

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1:46 - 2:00

.25	x	_____	=	_____
.5	x	_____	=	_____
.75	x	_____	=	_____
1.0	x	_____	=	_____
TOTAL				_____

S
T
P
J

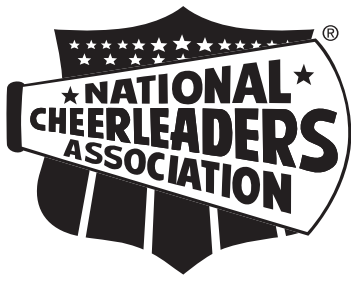
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2:01 - 2:15

S
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P
J

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2:16 - 2:30



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SCHOOL SAFETY

DEDUCTION CATEGORY	NUMBER OF DEDUCTIONS	DEDUCTIONS
BOUNDARY VIOLATIONS	_____ x (.25)	
TIME OF ROUTINE	T M OVERTIME (check)	
TOTAL _____	<input type="checkbox"/> <input type="checkbox"/> 1 or more seconds - (0.5)	TOTAL _____
MUSIC _____		MUSIC _____

NUMBER OF PARTICIPANTS _____

SAFETY GUIDELINES VIOLATION
(tumbling, stunts, language, signs, etc.)

A. Each team will perform a choreographed routine not to exceed 2 minutes and 30 seconds (150 seconds).
B. Up to 1 minute and 30 seconds (90 seconds) of the routine may be performed to music.
No voice-overs or words may be recorded to make a team's vocal projection sound louder.

RULE INFRACTION	WARNING	CATEGORY	PAGE #	x (.50 or 1.0)
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____

TOTAL SAFETY INFRACTION: _____

SAFETY DEDUCTION