



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## SCHOOL PERFORMANCE BUILDING SKILLS

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

### CRITIQUE

TOTAL POSSIBLE

**30**



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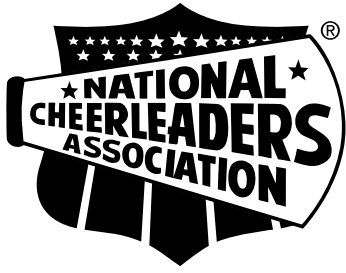
## SCHOOL PERFORMANCE TUMBLING SKILLS

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

### CRITIQUE

TOTAL POSSIBLE

**30**



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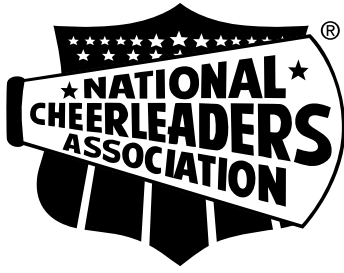
## SCHOOL PERFORMANCE OVERALL ROUTINE

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

### CRITIQUE

TOTAL POSSIBLE

**40**



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# SCORE ★ SHEET

## SCHOOL PERFORMANCE MASTER SCORESHEET

**BUILDING  
SKILLS**

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

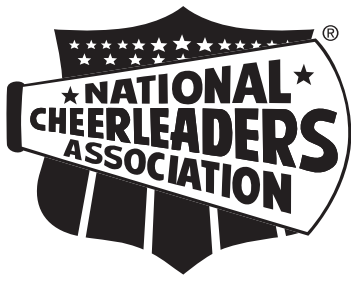
**TUMBLING  
SKILLS**

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

**OVERALL  
PERFORMANCE**

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

TOTAL POSSIBLE	<b>100</b>	
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## GAME DAY PERFORMANCE BUILDING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
STUNTS	<b>5</b>		<b>5</b>	
PYRAMIDS	<b>5</b>		<b>5</b>	

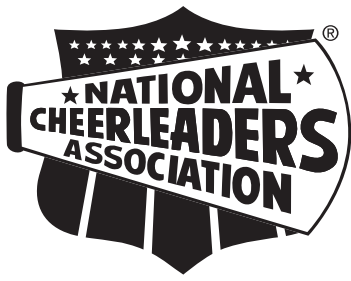
9 - 10

TIMING Synchronization and Uniformity	<b>10</b>	
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### CRITIQUE

TOTAL POSSIBLE

**30**



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# SCORE ★ SHEET

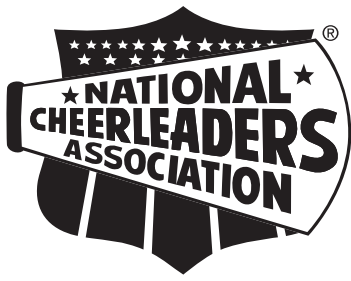
## GAME DAY PERFORMANCE TUMBLING SKILLS

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

### CRITIQUE

TOTAL POSSIBLE

**30**



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# SCORE ★ SHEET

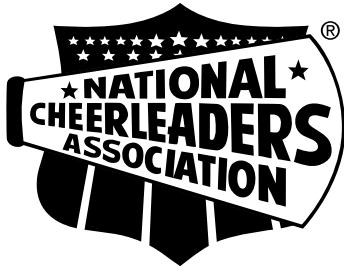
## GAME DAY PERFORMANCE OVERALL ROUTINE

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

### 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	<b>5</b>		<b>5</b>	
PYRAMIDS	<b>5</b>		<b>5</b>	
9 - 10				
TIMING <small>Synchronization and Uniformity</small>	<b>10</b>			

**TUMBLING  
SKILLS**

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

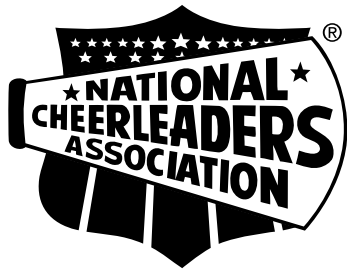
**OVERALL  
PERFORMANCE**

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

TOTAL POSSIBLE	<b>100</b>	
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## SCHOOL SAFETY

DEDUCTION CATEGORY	NUMBER OF DEDUCTIONS	DEDUCTIONS
BOUNDARY VIOLATIONS	_____ x (.25)	
TIME OF ROUTINE TOTAL _____ MUSIC _____	<b>T M OVERTIME (check)</b> <input type="checkbox"/> <input type="checkbox"/> 1 or more seconds - (.25) <input type="checkbox"/> <input type="checkbox"/> 6 or more seconds - (1.0)	TOTAL _____ 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**