

OFFICIAL

JUDGE _____

SCORE ★ SHEET

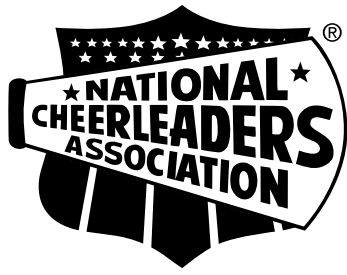
SCHOOL PERFORMANCE BUILDING SKILLS

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

CRITIQUE

SAMPLE

TOTAL POSSIBLE	30	
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SCORE ★ SHEET

SCHOOL PERFORMANCE TUMBLING SKILLS

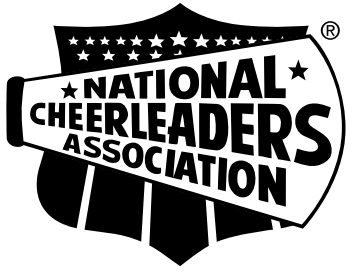
	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	5		5	
JUMPS	5		5	

ROUTINE COMPOSITION Spacing, Seamless Movement and Patterns, Execution of Formations	10	9 - 10
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CRITIQUE

Large empty box for critique, overlaid with a large diagonal watermark reading 'SAMPLE'.

TOTAL POSSIBLE	30	
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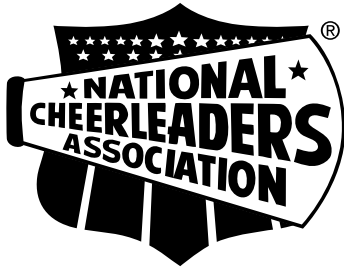
SCHOOL PERFORMANCE OVERALL ROUTINE

	MAXIMUM VALUE	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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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			

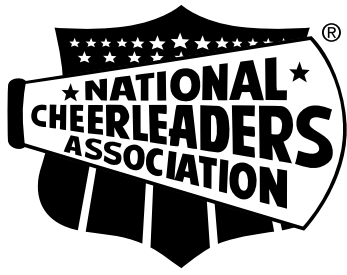
TUMBLING
SKILLS

	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	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

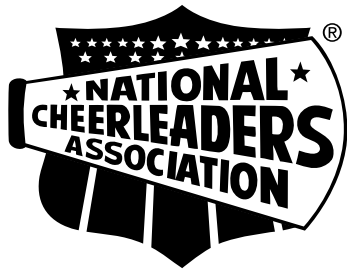
GAME PERFORMANCE BUILDING SKILLS

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

CRITIQUE

(This area contains a large diagonal watermark reading "SAMPLE")

TOTAL POSSIBLE	30	
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SCORE ★ SHEET

GAME PERFORMANCE TUMBLING SKILLS

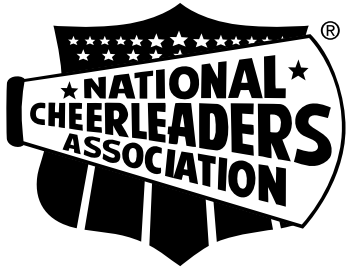
	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	5		5	
JUMPS	5		5	

ROUTINE COMPOSITION <small>Spacing, Seamless Movement and Patterns, Execution of Formations</small>	10	9 - 10
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CRITIQUE

(This area contains a large, faint watermark reading "SAMPLE")

TOTAL POSSIBLE	30	
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SCORE ★ SHEET

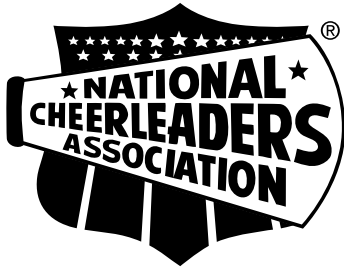
GAME PERFORMANCE OVERALL ROUTINE

	MAXIMUM VALUE	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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GAME 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			

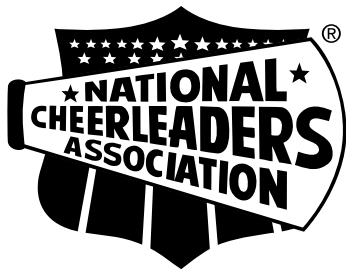
TUMBLING
SKILLS

	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	MAXIMUM VALUE	TECHNIQUE 4 - 5
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

0 - :15 SECONDS

S
T
P
J

:16 - :30 SECONDS

LEGEND		
AF	ATHLETE FALL	0.25
BF	BUILDING FALL	0.75
MBF	MAJOR BUILDING FALL	1.25
MAX	MAXIMUM	1.75

S
T
P
J

:31 - :45 SECONDS

S
T
P
J

:46 SECONDS - 1 MINUTE

S	STUNTS
T	TUMBLING
P	PYRAMIDS
J	JUMPS

S
T
P
J

1:01 - 1:15

S
T
P
J

1:16 - 1:30

COMMENTS

S
T
P
J

1:31 - 1:45

S
T
P
J

1:46 - 2:00

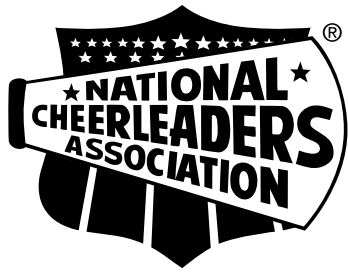
.25	x	_____	=	_____
.75	x	_____	=	_____
1.25	x	_____	=	_____
1.75	x	_____	=	_____
TOTAL				_____

S
T
P
J

2:01 - 2:15

S
T
P
J

2:16 - 2:30



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SCORE ★ SHEET

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 - (.25)	TOTAL _____
MUSIC _____	<input type="checkbox"/> <input type="checkbox"/> 6 or more seconds - (1.0)	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