



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## GAME 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	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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