



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## GAME PERFORMANCE MASTER SCORESHEET

TUMBLING  
SKILLS

	MAXIMUM VALUE	DIFFICULTY 9 - 10
TIMING Synchronization and Uniformity	<b>10</b>	

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4 - 5
TUMBLING	<b>5</b>		<b>5</b>	
JUMPS	<b>5</b>		<b>5</b>	

9 - 10

	MAXIMUM VALUE	DIFFICULTY
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>	
CROWD EFFECTIVE MATERIAL Easy to follow, encourages crowd participation, use of props (signs, poms, flags, megaphones)	<b>10</b>	
SCHOOL REPRESENTATION Image, Sportsmanship, Performance Integrity	<b>10</b>	

TOTAL POSSIBLE	<b>80</b>	
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