



OFFICIAL

JUDGE _____

SCORE ★ SHEET

NON TUMBLING GAME 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
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	
CROWD EFFECTIVE MATERIAL Easy to follow, encourages crowd participation, use of props (signs, poms, flags, megaphones)	10	
SCHOOL REPRESENTATION Image, Sportsmanship, Performance Integrity	10	

TOTAL POSSIBLE	90	
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