



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE SHEET

## PERFORMANCE DIVISION MASTER SCORESHEET

**BUILDING  
SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE
STUNTS	<b>5</b>		<b>5</b>	
PYRAMIDS	<b>5</b>		<b>5</b>	
TOSSES	<b>5</b>		<b>5</b>	

**TUMBLING  
SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE
STANDING TUMBLING	<b>5</b>		<b>5</b>	
RUNNING TUMBLING	<b>5</b>		<b>5</b>	
JUMPS	<b>5</b>		<b>5</b>	

**OVERALL  
PERFORMANCE**

	MAXIMUM VALUE	DIFFICULTY
COLLEGIATE IMAGE	<b>10</b>	
OVERALL EFFECT	<b>10</b>	
CHOREOGRAPHY	<b>10</b>	
TOTAL POSSIBLE	<b>90</b>	



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# SCORE ★ SHEET

## SAFETY DEDUCTION

DEDUCTION CATEGORY	NUMBER OF DEDUCTIONS	DEDUCTIONS
BOUNDARY VIOLATIONS	_____ x (.25)	
	_____ x (1.0)	
TIME VIOLATIONS	<b>T M OVERTIME (check)</b>	TIME OF ROUTINE
	<input type="checkbox"/> <input type="checkbox"/> 1-5 seconds – (.25)	TOTAL _____
	<input type="checkbox"/> <input type="checkbox"/> 6+ seconds – (1.0)	MUSIC _____
NUMBER OF PARTICIPANTS _____		
<b>SAFETY GUIDELINES VIOLATION</b> (tumbling, stunts, language, signs, etc.)		
RULE INFRACTION	WARNING	CATEGORY      PAGE #      x .25, .50, 1.0, 2.0, 5.0
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
TOTAL SAFETY INFRACTION: _____		
<b>SAFETY DEDUCTION</b>		



0 - :15 SECONDS

A blank 5x8 grid for a 5-minute timer. The grid is labeled with 'S', 'T', 'P', 'BT', and 'J' on the left side. The bottom right corner is labeled ':15 - :30 SECONDS'.

A blank 5x8 grid for a word search puzzle. The grid is labeled with letters S, T, P, BT, J on the left and :30 - :45 SECONDS at the bottom.

:45 SECONDS - 1 MINUTE

1 MINUTE - 1:15

Diagram illustrating a 10-minute time slot (1:45 - 2:00) divided into 10 one-minute intervals. The intervals are labeled as follows:

- Interval 1: S (Sleep)
- Interval 2: T (Thinking)
- Interval 3: P (Planning)
- Interval 4: BT (Boredom/Thinking)
- Interval 5: J (Jawing)
- Interval 6: J (Jawing)
- Interval 7: J (Jawing)
- Interval 8: J (Jawing)
- Interval 9: J (Jawing)
- Interval 10: J (Jawing)

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