



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## SCHOOL TEAM PERFORMANCE DIVISION

COMMENTS			MAXIMUM VALUE	TEAM SCORE
		PERFORMANCE IMPRESSION <small>Projection, Expression, Appeal, Appropriateness</small>	<b>10</b>	
JAZZ	EXECUTION <small>Difficulty, Execution of Jazz Style, Extension, Control, Musicality, Proper Execution of Elements, Uniformity, Staging</small>	<b>10</b>		
	CHOREOGRAPHY <small>Difficulty, Creativity, Originality, Musical Interpretation</small>	<b>10</b>		
POM	EXECUTION <small>Difficulty, Motion Placement, Control, Strength, Props, Execution of Elements, Uniformity, Staging</small>	<b>10</b>		
	CHOREOGRAPHY <small>Difficulty, Creativity, Originality, Musical Interpretation, Motion Variety</small>	<b>10</b>		
HIP HOP	EXECUTION <small>Difficulty, Control, Approach, Musicality, Proper Execution of Elements, Uniformity, Staging</small>	<b>10</b>		
	CHOREOGRAPHY <small>Difficulty, Creativity, Originality, Visual Effects, Musical Interpretation</small>	<b>10</b>		
KICK	EXECUTION <small>Difficulty, Kick Control, Placement, Extension, Alignment, Proper Execution of Elements, Uniformity, Staging</small>	<b>10</b>		
	CHOREOGRAPHY <small>Difficulty, Creativity, Originality, Musical Interpretation, Kick Quantity and Variety</small>	<b>10</b>		
<b>TOTAL</b>				



# OFFICIAL SCORE ★ SHEET

## SCHOOL JAZZ DIVISION

JUDGE \_\_\_\_\_

COMMENTS		MAXIMUM VALUE	TEAM SCORE
	<b>PERFORMANCE IMPRESSION</b> Projection, Expression, Appeal, Appropriateness	<b>10</b>	
	<b>UNIFORMITY</b> Difficulty, Team Timing, Synchronization, Spacing	<b>10</b>	
	<b>QUALITY OF MOVEMENT</b> Difficulty, Execution of Jazz Style, Extension, Control, Musicality	<b>10</b>	
	<b>TECHNICAL ELEMENTS</b> Appropriate Difficulty, Proper Execution of Technical Elements, Majority	<b>10</b>	
	<b>CHOREOGRAPHY</b> Difficulty, Creativity, Originality, Musical Interpretation, Balance of Elements	<b>10</b>	
	<b>STAGING</b> Difficulty, Formations, Transitions	<b>10</b>	
	<b>TOTAL</b>		



# OFFICIAL SCORE ★ SHEET

## SCHOOL POM DIVISION

JUDGE \_\_\_\_\_

COMMENTS		MAXIMUM VALUE	TEAM SCORE
	PERFORMANCE IMPRESSION Projection, Expression, Appeal, Appropriateness	<b>10</b>	
	UNIFORMITY Difficulty, Team Timing, Synchronization, Spacing	<b>10</b>	
	QUALITY OF MOVEMENT Difficulty, Motion Placement, Control, Strength, Proper Execution of Elements	<b>10</b>	
	VISUAL EFFECTS Difficulty, Clarity, Ground Work, Level Changes, Opposing Motions, Pom Tricks	<b>10</b>	
	CHOREOGRAPHY Difficulty, Creativity, Originality, Musical Interpretation, Motion Variety	<b>10</b>	
	STAGING Difficulty, Formations, Transitions	<b>10</b>	
	<b>TOTAL</b>		



# OFFICIAL SCORE ★ SHEET

## SCHOOL HIP HOP DIVISION

JUDGE \_\_\_\_\_

COMMENTS		MAXIMUM VALUE	TEAM SCORE
	<b>PERFORMANCE IMPRESSION</b> Projection, Expression, Appeal, Appropriateness	<b>10</b>	
	<b>UNIFORMITY</b> Difficulty, Team Timing, Synchronization, Spacing	<b>10</b>	
	<b>QUALITY OF MOVEMENT</b> Difficulty, Control, Approach, Musicality, Proper Execution of Elements	<b>10</b>	
	<b>AUTHENTICITY</b> Understanding of Chosen Style(s), Flow, Groove	<b>10</b>	
	<b>CHOREOGRAPHY</b> Difficulty, Creativity, Originality, Visual Effects, Musical Interpretation	<b>10</b>	
	<b>STAGING</b> Difficulty, Formations, Transitions	<b>10</b>	
	<b>TOTAL</b>		



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## SCHOOL KICK DIVISION

COMMENTS		MAXIMUM VALUE	TEAM SCORE
	<b>PERFORMANCE IMPRESSION</b> Difficulty, Projection, Expression, Appeal, Appropriateness	<b>10</b>	
	<b>UNIFORMITY</b> Difficulty, Team Timing, Synchronization, Spacing	<b>10</b>	
	<b>QUALITY OF MOVEMENT</b> Difficulty, Kick Control, Placement, Extension, Alignment	<b>10</b>	
	<b>VISUAL EFFECTS</b> Difficulty, Use of Kick, Levels, Opposition Groups, Clarity	<b>10</b>	
	<b>CHOREOGRAPHY</b> Difficulty, Creativity, Originality, Musical Interpretation, Kick Quantity and Variety	<b>10</b>	
	<b>STAGING</b> Difficulty, Formations, Transitions	<b>10</b>	
	<b>TOTAL</b>		



# OFFICIAL SCORE ★ SHEET GAME DAY

JUDGE \_\_\_\_\_

			MAXIMUM VALUE	TEAM SCORE
<b>FIGHT SONG</b>	COMMENTS	<b>GAME DAY EFFECTIVENESS</b> Appropriate Use of Material that Elicits Audience Connection, Crowd Interaction, and Entertainment Value	<b>10</b>	
		<b>SYNCHRONIZATION</b> Team Timing, Uniformity, Spacing	<b>10</b>	
		<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> Proper Control, Placement, Strength of Movement	<b>10</b>	
		<b>TOTAL</b>	<b>30</b>	
<b>SPIRIT RAISING</b>	COMMENTS	<b>GAME DAY EFFECTIVENESS</b> Appropriate Use of Material that Elicits Audience Connection, Crowd Interaction, and Entertainment Value	<b>10</b>	
		<b>SYNCHRONIZATION</b> Team Timing, Uniformity, Spacing	<b>10</b>	
		<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> Proper Control, Placement, Strength of Movement	<b>10</b>	
		<b>TOTAL</b>	<b>30</b>	
<b>PERFORMANCE</b>	COMMENTS	<b>GAME DAY CHOREOGRAPHY</b> Entertaining, Visual, Musical Interpretation, Dynamic, Full Body	<b>10</b>	
		<b>SYNCHRONIZATION</b> Team Timing, Uniformity, Spacing	<b>10</b>	
		<b>EXECUTION OF MOVEMENT &amp; TECHNIQUE</b> Proper Control, Placement, Strength of Movement	<b>10</b>	
		<b>TOTAL</b>	<b>30</b>	
		<b>OVERALL IMPRESSION</b> Audience Connection, Crowd Interaction, Entertainment	<b>10</b>	
		<b>TOTAL</b>	<b>100</b>	



# OFFICIAL SCORE ★ SHEET

## SCHOOL SAFETY / GENERAL DEDUCTIONS

JUDGE \_\_\_\_\_

NUMBER OF PARTICIPANTS \_\_\_\_\_

TIME OF ROUTINE  
\_\_\_\_\_

OVER TIME

3 - 5 SECONDS (.5) = \_\_\_\_\_



6 - 10 SECONDS (1.5) = \_\_\_\_\_

11+ SECONDS (2.5) = \_\_\_\_\_

TIME OF MAJOR FALL  
\_\_\_\_\_  
\_\_\_\_\_DESCRIPTION  
\_\_\_\_\_  
\_\_\_\_\_

MAJOR FALL - TOTAL \_\_\_\_\_ x .5 = \_\_\_\_\_

RULE INFRACTION  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

WARNING



PAGE #

# OF DEDUCTIONS

\_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_



\_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_



\_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_



\_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_

**LEGEND****TEAM PERFORMANCE DIVISION**  
Time Limit 2:15**OPEN DIVISION**  
Time Limit 2:00**HIP HOP DIVISION**  
Time Limit 2:00**GAME DAY DIVISION**  
Time Limit 3:00**JAZZ DIVISION**  
Time Limit 2:00**KICK DIVISION**  
Time Limit 2:00**POM DIVISION**  
Time Limit 2:00

TOTAL OVER TIME DEDUCTION \_\_\_\_\_

TOTAL MAJOR FALL DEDUCTION(S) \_\_\_\_\_

TOTAL RULE INFRACTION DEDUCTION(S) \_\_\_\_\_

**TOTAL DEDUCTION** \_\_\_\_\_