



# OFFICIAL SCORE ★ SHEET

## SCHOOL TEAM PERFORMANCE DIVISION

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



# 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
	<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, Motion Placement, Control, Strength, Proper Execution of Elements	<b>10</b>	
	<b>VISUAL EFFECTS</b> Difficulty, Clarity, Ground Work, Level Changes, Opposing Motions, Pom Tricks	<b>10</b>	
	<b>CHOREOGRAPHY</b> Difficulty, Creativity, Originality, Musical Interpretation, Motion Variety	<b>10</b>	
	<b>STAGING</b> Difficulty, Formations, Transitions	<b>10</b>	
	<b>TOTAL</b>		



# OFFICIAL SCORE ★ SHEET

## SCHOOL HIP HOP DIVISION

JUDGE \_\_\_\_\_

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



# OFFICIAL SCORE ★ SHEET

## SCHOOL KICK DIVISION

JUDGE \_\_\_\_\_

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

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## SCHOOL SAFETY / GENERAL DEDUCTIONS

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** \_\_\_\_\_