

TEAM NAME:

DIVISION:

# ON TEAM

COMPOSITION/CHOREOGRAPHY	MAXIMUM VALUE	SCORE
<ul style="list-style-type: none"> <li>- Innovative, Intricate, Visual Ideas</li> <li>- Pace/Flow</li> <li>- Formations</li> <li>- Transitions</li> <li>- Use of Floor</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
TECHNIQUE/EXECUTION		
<ul style="list-style-type: none"> <li>- Sharpness/Precision</li> <li>- Uniformity</li> <li>- Spacing</li> <li>- Timing/Synchronization</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
DANCE		
<ul style="list-style-type: none"> <li>- Creativity/Visual Effects</li> <li>- Variety</li> <li>- Footwork/Floor Work</li> <li>- Formations</li> <li>- Transitions</li> <li>- Technique/Perfection</li> <li>- Timing/Synchronization</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
SHOWMANSHIP		
<b>(ENTIRE ROUTINE)</b> <ul style="list-style-type: none"> <li>- Energy/Genuine Enthusiasm</li> <li>- Eye Contact</li> <li>- Confidence</li> <li>- Ability to Recover</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
SCHOOL/ORGANIZATION REPRESENTATION		
<b>(ENTIRE ROUTINE)</b> Image, Performance Integrity, Sportsmanship, Appropriateness	<b>5.0</b>	(4.0 - 5.0)

### COMMENTS:

## SHOW CHEER SCORESHEET

# MUSIC SECTION



**TOTAL SCORE 25.0**

JUDGE: \_\_\_\_\_

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# ON TEAM \_\_\_\_\_

<b>PRACTICALITY</b>	<b>MAXIMUM VALUE</b>	<b>SCORE</b>
<ul style="list-style-type: none"> <li>- Crowd Involvement</li> <li>- Crowd Effective Material</li> <li>- Easy to Follow &amp; Participate</li> <li>- Pace/Rhythm</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
<b>CROWD APPEAL/SHOWMANSHIP</b>		
<ul style="list-style-type: none"> <li>- Ability &amp; Energy to Lead Crowd</li> <li>- Natural/Confident Eye Contact</li> <li>- Volume</li> <li>- Use of Voice</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
<b>INCORPORATION OF SKILLS</b>		
<ul style="list-style-type: none"> <li>- Proper Use of Skills to Lead Crowd</li> <li>- Effectiveness of Skills</li> <li>- Visual Appeal</li> <li>- Formations</li> <li>- Transitions</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
<b>USE OF PROPS</b>		
<ul style="list-style-type: none"> <li>- Effective Use of Signs, Flags, Banners, Poms, Megaphones, or Other</li> </ul>	<b>5.0</b>	(4.0 - 5.0)
<b>TECHNIQUE/EXECUTION</b>		
<ul style="list-style-type: none"> <li>- Motion Sharpness/Precision</li> <li>- Uniformity</li> <li>- Spacing</li> <li>- Timing/Synchronization</li> </ul>	<b>5.0</b>	(4.0 - 5.0)

**COMMENTS:**

**SHOW CHEER SCORESHEET**

**CHEER SECTION**



**TOTAL SCORE 25.0**

JUDGE: \_\_\_\_\_

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STUNTS	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE EXECUTION
	10.0	(7.0 - 10.0)	5.0	(3.5 - 5.0)
PYRAMIDS				
	5.0	(2.0 - 5.0)	5.0	(3.5 - 5.0)

### COMMENTS:

BUILDING CREATIVITY	MAXIMUM VALUE	SCORE
	5.0	(4.0 - 5.0)

**DRIVERS - Stunts**

- Degree of Difficulty
- % of Team Participation
- Combination of Skills/Variety
- Pace/Speed Skills

**DRIVERS - Pyramids**

- Degree of Difficulty
- % of Team Participation
- Combination of Skills/Variety
- Pace/Speed Skills

**TOTAL SCORE 30.0**

## SHOW CHEER SCORESHEET

## BUILDING

JUDGE 1:

JUDGE 2:

TEAM NAME:

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# ON TEAM

STANDING/RUNNING TUMBLING	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE EXECUTION
	5.0	(2.0 - 5.0)	5.0	(3.5 - 5.0)
JUMPS		(2.0 - 5.0)	5.0	(3.5 - 5.0)

COMMENTS:

**DRIVERS - Tumbling**

- Degree of Difficulty
- % of Team Participation
- Combination Skills/Variety
- Pace/Speed Skills
- Creativity

**TOTAL SCORE 20.0**

**SHOW CHEER SCORESHEET**  
**TUMBLING & JUMPS**

JUDGE: \_\_\_\_\_



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JUMPS	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE EXECUTION
	5.0	(2.0 - 5.0)	5.0	(3.5 - 5.0)

**COMMENTS:**

**TOTAL SCORE 10.0**

**SHOW CHEER SCORESHEET**  
**JUMPS (NON-TUMBLING)**

JUDGE: \_\_\_\_\_