UNITED SPIRIT ASSOCIATION
College Show Cheer Score Sheet

CHEER & MUSIC – 40 Points	
Cheer	**Points**
Practicality – Crowd effective material/words · Proper use/execution of skills to lead the crowd · Formations/Crowd coverage	10
Crowd Communication – Ability to actively lead the crowd · Volume and use of voice · Effective use of props	10
Music	**Points**
Routine Composition/Choreography – Visual ideas · Pace/flow · Formations/transitions/use of floor	5
Dance Difficulty (2.5 points) – Creativity/visual effects/variety · Formations/Transitions	5
Dance Execution (2.5 points) – Technique/perfection · Timing/Synchronization	
Entire Routine - Execution	**Points**
Motion sharpness/precision · Uniformity · Spacing · Timing/Synchronization	5
Entire Routine - Showmanship	**Points**
Energy/genuine enthusiasm · Smiles/facial expressions · Natural/confident eye contact · Ability to recover · Appropriateness	5
BUILDING – 35 Points	
Stunts	**Points**
Difficulty – required skill/dismount by most of the team, degree of difficulty, number of additional skills, number of bases, use of coed skills (coed divisions only)	10
Execution – skills completed with precision, proper technique, form, and synchronization	5
Pyramids	**Points**
Difficulty – basic and maxed-out pyramids at separate times, degree of difficulty	10
Execution – skills completed with precision, proper technique, form, and synchronization	5
Stunts & Pyramids	**Points**
Composition – Creativity · % of Team Participation · Connection of Skills · Variety · Pace and Speed of Skills	5
TUMBLING & JUMPS – 25 Points	
Tumbling	**Points**
Difficulty – required synchronized skill by at least 50% of team, degree of difficulty, number of additional skills, tumbling composition drivers (% of team participation (synched and/or cumulative), combination of skills, variety of skills, clarity of group skill)	10
Execution – skills completed with precision, proper technique, form, and synchronization	5
Jumps	**Points**
Difficulty – synchronized skills by most (synchronized double jump combo with variety or double jump combo with no variety plus an additional jump)	5
Execution – skills completed with precision, proper technique, form, and synchronization	5
Total Possible	**100**

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