



## School Scoresheet

Building	Difficulty	Technique	Maximum Points	Total Score
<b>Stunts</b>			10	
<b>Pyramids / Tosses</b>			10	
<b>Timing</b>			10	
Total Building Score			30	
Comments				

Tumbling	Difficulty	Technique	Maximum Points	Total Score
<b>Tumbling</b>			10	
<b>Jumps</b>			10	
<b>Routine Composition</b>			10	
Total Tumbling Score			30	
Comments				

Overall	Maximum Points	Totals
<b>Voice / Inflection (Building Creativity if ALL MUSIC routine)</b>	10	
<b>Motions / Dance</b>	10	
<b>Performance</b>	10	
<b>Program Representation</b>	10	
Total Overall Score	40	
Comments		



## School Non-Building Scoresheet

Tumbling	Difficulty	Technique	Maximum Points	Total Score
<b>Tumbling</b>			10	
<b>Jumps</b>			10	
<b>Routine Composition</b>			10	
Total Tumbling Score			30	
Comments				

Overall	Maximum Points	Totals
<b>Voice / Inflection (Building Creativity if ALL MUSIC routine)</b>	10	
<b>Motions / Dance</b>	10	
<b>Performance</b>	10	
<b>Program Representation</b>	10	
Total Overall Score		40
Comments		



## School Non-Tumbling Scoresheet

Building	Difficulty	Technique	Maximum Points	Total Score
<b>Stunts</b>			10	
<b>Pyramids / Tosses</b>			10	
<b>Timing</b>			10	
Total Building Score			30	
Comments				

Tumbling	Difficulty	Technique	Maximum Points	Total Score
<b>Jumps</b>			10	
<b>Routine Composition</b>			10	
Total Tumbling Score			20	
Comments				

Overall	Maximum Points	Totals
<b>Voice / Inflection (Building Creativity if ALL MUSIC routine)</b>	10	
<b>Motions / Dance</b>	10	
<b>Performance</b>	10	
<b>Program Representation</b>	10	
Total Overall Score		40
Comments		



## Game Time Dance Score Sheet

Game Time Dance	Maximum Points	Totals
<b>Creativity &amp; Musicality</b> Use of Movement to complement the music	<b>10</b>	
<b>Synchronization</b> Movement throughout routine	<b>10</b>	
<b>Motion Technique</b> Strength of motions, proper control, correct placement	<b>10</b>	
<b>Visual Effects</b> Level changes, ripples, footwork, creative movements	<b>10</b>	
<b>Overall Impression</b> Audience appropriateness, execution	<b>10</b>	
<b>Crowd Appeal</b> Energy, crowd coverage, visual appeal	<b>10</b>	
<b>Total Score</b>	<b>60</b>	

Comments:



## Game Time Cheer Score Sheet

Game Time Cheer	Maximum Points	Totals
<b>Spacing &amp; Formations</b> Spacing, formations, positioned to cover the crowd	<b>10</b>	
<b>Strength of Motions</b> Sharpness, placement, proper control	<b>10</b>	
<b>Voice &amp; Pace</b> Loud and natural voices, good inflection, moderate pace	<b>10</b>	
<b>Crowd Leading Skills</b> Skills added to the squad's ability to lead the crowd.	<b>10</b>	
<b>Use of Props</b> Signs, pots, flags, megaphones used to encourage crowd response	<b>10</b>	
<b>Synchronization</b> Movement throughout the routine	<b>10</b>	
<b>Crowd Effective Material</b> Easy to follow, encourages crowd participation	<b>10</b>	
<b>Overall Impression</b> Audience appropriateness, execution	<b>10</b>	
<b>Crowd Appeal</b> Energy, crowd coverage, visual appeal	<b>10</b>	
<b>Total Score</b>	<b>90</b>	

Comments:



## Game Time Fight Song Score Sheet

Game Fight Song	Maximum Points	Totals
<b>Material</b> Crowd oriented movements, fit to music	<b>10</b>	
<b>Creativity &amp; Musicality</b> Use of movement to complement the music	<b>10</b>	
<b>Visual Effects</b> Level changes, ripples, creative movements	<b>10</b>	
<b>Crowd Leading Skills</b> Skills added to the squad's ability to lead the crowd.	<b>10</b>	
<b>Synchronization</b> Movement throughout the routine	<b>10</b>	
<b>Strength of Motions</b> Sharpness, placement, proper control	<b>10</b>	
<b>Overall Impression</b> Audience appropriateness, execution	<b>10</b>	
<b>Crowd Appeal</b> Energy, crowd coverage, visual appeal	<b>10</b>	
<b>Total Score</b>	<b>90</b>	
Comments:		