

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**DANCE SOLO**

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -DANCE	15		
TIMING -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CHOREOGRAPHY -CREATIVITY	15		
TURN SEQUENCE -VARIETY -USE IN ROUTINE	10		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	10		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	10		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**CHEER SOLO**

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -CHEER -DANCE	15		
TIMING -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CHOREOGRAPHY -CREATIVITY	15		
TUMBLING -VARIETY -USE IN ROUTINE	8		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	7		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	12		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	13		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**SNS ALLSTAR/SCHOLASTIC NON-STUNT/NON-TUMBLE**

SKILL	VALUE	TOTAL	COMMENTS
TECHNIQUE -STOMP -SHAKE	25		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT -ILLUSIONS	10		
CHEER	15		
DANCE CHOREOGRAPHY -CREATIVITY	20		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	10		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**STUNT GROUP**

SKILL	VALUE	TOTAL	COMMENTS
TECHNIQUE -SKILL LEVEL	15		
TIMING/TRANSITIONS -RHYTHM -USE OF PEOPLE -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CHOREOGRAPHY -CREATIVITY -VARIETY -SEQUENCE	15		
EXTENDED STUNTS -TWO-LEGGED -SINGLE-LEGGED	10		
BASKET TOSS -VARIETY -FLEXIBILITY	10		
MOUNTING/DISMOUNT -TRICKS	10		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -SHOWMANSHIP -IMAGE/LOOK -FACIALS -RESPONSE -ENERGY LEVEL	10		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**ALLSTAR SNS/SCHOLASTIC STUNT/TUMBLE**

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -STOMP -SHAKE -CHEER -CHANTS	20		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
DANCE CHOREOGRAPHY -CREATIVITY	20		
PARTNER STUNT (UP TO 5) -SINGLE -TWO-LEGGED -DISMOUNT	8		
PYRAMIDS-TRANSITIONS	5		
BASKET TOSS-TRICKS	5		
TUMBLING -VARIETY -USE IN ROUTINE	7		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ PERF #: _____

TRADITIONAL ALL-STAR PREP

SKILL	DIFFICULTY	TECHNIQUE	TOTAL VALUE
PARTNER STUNTS	/7	/8	/15
PYRAMIDS	/7	/8	/15
STANDING TUMBLING	/5	/5	/10
RUNNING TUMBLING	/5	/5	/10
JUMPS	/5	/5	/10
DANCE	/5	/5	/10
ROUTINE STRUCTURE			/5
PERFORMANCE			/8
CREATIVITY			/7
SHOWMANSHIP			/10
SUBTOTAL			/100
<u>COMMENTS:</u>			

SEE DEDUCTIONS SHEET!

**POWERHOUSE OFFICIAL SCORE SHEET**

TEAM NAME: _____ PERF #: _____

TRADITIONAL ALL-STAR ELITE

SKILL	DIFFICULTY	TECHNIQUE	TOTAL VALUE
PARTNER STUNTS	/7	/8	/15
PYRAMIDS	/7	/8	/15
TOSSES	/5	/5	/10
STANDING TUMBLING	/5	/5	/10
RUNNING TUMBLING	/5	/5	/10
JUMPS	/5	/5	/10
DANCE	/5	/5	/10
ROUTINE STRUCTURE			/5
PERFORMANCE & SHOWMANSHIP			/8
CREATIVITY			/7
SUBTOTAL			/100
<u>COMMENTS:</u>			

SEE DEDUCTIONS SHEET!

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**DANCE TEAM FIELD SHOW**

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	15		
TIMING/TRANSITIONS-RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT -ILLUSIONS	10		
DANCE CHOREOGRAPHY -CREATIVITY	15		
TECHNIQUE	10		
LIFTS/TRICKS -ILLUSIONS -MOUNTING -DISMOUNTING	10		
TUMBLING/ACRO -VARIETY - ROUTINE	5		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -VOICE & DICTION -MUSICALITY -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____**TIMEOUT DANCE BREAK**

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	10		
CHOREOGRAPHY	15		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	10		
CREATIVITY -MUSICALITY -USE OF RHYTHMS	10		
CROWD RESPONSE -SPIRIT -SIGNS -POMS -FLAGS -BANNERS	15		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	80		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:

Scoring Judge Initials _____



POWERHOUSE OFFICIAL SCORE SHEET
TEAM NAME: _____ **PERF #:** _____

DANCE STANDS

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	15		
CHOREOGRAPHY	15		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	15		
CREATIVITY -MUSICALITY -USE OF RHYTHMS -WORDING	15		
SHOWMANSHIP -FACIALS -CROWD APPEAL -ENERGY	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	80		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ **PERF #:** _____

BLACKOUT CHEER

SKILL	VALUE	TOTAL	COMMENTS
CHEER TECHNIQUE -STOMP -SHAKE	20		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT -ILLUSIONS	25		
DANCE CHOREOGRAPHY -CREATIVITY -USE OF LIGHTING	20		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	15		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ **PERF #:** _____

BLACKOUT DANCE

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	20		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	15		
DANCE CHOREOGRAPHY -CREATIVITY	20		
LIFTS/TRICKS -ILLUSIONS -MOUNTING -DISMOUNTING	10		
TUMBLING/ACRO -VARIETY - ROUTINE	5		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	5		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ **PERF #:** _____

BATTLE CHEER

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -CHEER -CREATIVITY	20		
TIMING -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	10		
ORIGINALITY -CREATIVITY	15		
WORD PLAY -VARIETY -USE IN ROUTINE -PACE	15		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	15		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	15		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ **PERF #:** _____

DEDUCTIONS:

GAME DAY CHEER

SKILL	VALUE	TOTAL	COMMENTS
CROWD CHEER -PROP USE -USE OF FLOOR -EXECUTION OF MOVEMENT -CROWD ENGAGEMENT	15		
SITUATIONAL CHANT -PROP USE -USE OF FLOOR -CROWD EFFECTIVENESS	15		
OVERALL ORIGINALITY -CREATIVITY -INTEGRITY	10		
PERFORMANCE ROUTINE -CHOREOGRAPHY -SYNCHRONIZATION -EXECUTION OF MOVEMENT & TECHNIQUE	10		
FIGHT SONG -GAME DAY MATERIAL -SYNCHRONIZATION -EXECUTION OF MOVEMENT	15		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -FACIALS -ENERGY LEVEL -VISUAL APPEAL -VOICE & DICTION	10		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ PERF #: _____

DEDUCTIONS AND RUBRIC SHEET

<u>SKILLS</u>	<u>LOW</u>	<u>MID</u>	<u>HIGH</u>
EXECUTION (TECHNIQUE)	BASIC TRADITIONAL ARMS MOTIONS; NO TO MINIMAL ORIGINALITY INTRICATE "AND COUNT" MOTIONS, SLOW PACED MOTIONS; CLAPS OFF (POPCORN SOUND); SCUFFING STOMPS AND CHOPPY SOUND; BASIC "SHAKE" AND DOWN & UPSTOMPS; NO INTRICATE RHYTHMS	SOME TRADITIONAL ARMS MOTIONS; MINIMAL ORIGINALITY INTRICATE "AND COUNT" MOTIONS, VARIATION IN PACE MOTIONS	MINIMAL TRADITIONAL ARMS MOTIONS WITH ORIGINALITY INTRICATE "AND COUNT" MOTIONS, VARIATION IN PACE MOTIONS FROM SLOW TO FAST
TRANSITIONS	DEAD TIME MORE THAN 5 SECONDS, BASIC TRANSITION CHANT PERFORMED WITH A CLAP OR NO MOTIONS; FORMATIONS/SPACING OF CENTER AND UNEVEN	LITTLE DEAD TIME; TRANSITION CHANT PERFORMED WITH A CLAP OR LITTLE MOTIONS; FORMATIONS/SPACING OF CENTER AND TYPICALLY EVEN	NO DEAD TIME; TRANSITION CHANT PERFORMED WITH MORE THAN CLAPS OR INTRICATE MOTIONS; FORMATIONS/SPACING OF CENTER AND EVEN WITH ILLUSIONS, RIPPLES & FLARES;
JUMPS	SINGLE JUMPS ONLY; UNEVEN HEIGHTS OR LOW HEIGHT ON JUMP MINIMAL TOE TOUCHES & PIKES	AVERAGE JUMP HEIGHT; DOUBLE JUMPS INCLUDED THROUGHOUT; TOE TOUCHES & PIKES PERFORMED THROUGHOUT	MORE THAN A DOUBLE JUMP SKILL THROUGHOUT; CONSISTENT HEIGHT INCLUDING SKILLS OF HIGHER LEVELS, TOE TOUCH, PIKE, FRONT HURDLER
CHEER/CHANTS CHOREOGRAPHY	NO THEME; BORROWED CHOREOGRAPHY; LITTLE TO NO EXECUTION OF CHOREOGRAPHY	REFER TO MOTIONS; USE OF VIDEO CHOREOGRAPHY; EXPLICATES IN MUSIC	VISIBLE THEME; ORIGINAL CHOREOGRAPHY; VOIC EOVERS; VARIATION OF MUSIC; EXECUTION OF CHOREOGRAPHY
DANCE CHOREOGRAPHY			

**POWERHOUSE OFFICIAL SCORE SHEET****TEAM NAME:** _____ **PERF #:** _____

STUNTS & TOSSES AND PYRAMIDS TO RANGES	STUNTS/PYRAMIDS STOPPING AT PREP LEVEL OR BELOW; NO SINGLE LEGGED TRICKS PER- FORMED; MINIMAL TRANSITIONS INTO AND OUT OF STUNT; SWEEP CRADLE DISMOUNT; NO TO BASIC BASKET TOSS; LONG TRANSITIONS (STEP UP METHOD)	FULL EXTENSIONS; MINIMAL SINGLE LEG STUNT TRICKS WITH NO TO MINIMAL TRICKS; REGULAR POP CRADLE MINIMUM DISMOUNT; REBOUNDS; SMOOTH TRANSITIONS; TRADITIONAL TOE TOUCH BASIC TRICKS	FULL EXTENSIONS; PYRAMIDS; SINGLE LEG STUNT TRICKS TRICKS; REGULAR POP CRADLE AND MINIMUM 360+ DISMOUNT TRICKS; REBOUNDS; MINI- MUM BASKET TOSS TRICK TOE TOUCH
TUMBLING	MAXIMUM SKILL LEVEL: FORWARD ROLL, CART- WHEEL, ROUND OFF, WALK- OVER AND ANY COMBINA- TION OF; NO TO MINIMUM LEVEL OF SKILL ABOVE LISTED	MAXIMUM SKILL LEVEL: ROUND OFF JUMP, ROUND OFF BACK HANDSPRING, STANDING BACK HANDSPRING OR ANY TRICKS LEVEL ABOVE OF LESS THAN 50%	MAXIMUM SKILL LEVEL: NO LIMITED AND ALL TRICKS AT BELOW LEVELS PERFORMS BY 75% OR MORE OF TEAM INCLUDING BACK TUCKS, PUNCH FRONTS, LAYOUTS AND CREATIVE RUNNING TUMBLING PASSES
OVERALL IMPRESSION	LOW VOICES AND MINIMAL EXCITEMENT NO TO LITTLE KNOWLEDGE OF ROUTINE; NO OVERALL THEME; NO OVERALL TEAM STYLE OR LOOK	JUDGE'S OPINION	JUDGE'S OPINION
MISC:			

COMMENTS:



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ **PERF #:** _____

TRADITIONAL ALL-STAR NOVICE

SKILL	DIFFICULTY	TECHNIQUE	TOTAL VALUE
PARTNER STUNTS	/7	/8	/15
PYRAMIDS	/7	/8	/15
STANDING TUMBLING	/5	/5	/10
RUNNING TUMBLING	/5	/5	/10
JUMPS	/5	/5	/10
DANCE	/5	/5	/10
ROUTINE STRUCTURE			/5
PERFORMANCE			/8
CREATIVITY			/7
SHOWMANSHIP			/10
SUBTOTAL			/100
<u>COMMENTS:</u>			

SEE DEDUCTIONS SHEET!

Scoring Judge Initials _____



POWERHOUSE OFFICIAL SCORE SHEET

TEAM NAME: _____ PERF #: _____