

CHEER/DANCE
ADVANCED & INTERMEDIATE PERFORMANCE DIVISIONS
OVERALL SCORE SHEET

MOTIONS & DANCE

Dance-Difficulty & Execution	Dance Difficulty: Variety of Motions; Use of Levels/ Creative Transitions; Strong Variety of Formation Changes; Strong incorporation of Footwork and Floorwork; Originality in the Use of Something Fresh/New Dance Execution: Strong Technique; Strong and Consistent Arm Placement and Body Control; Sharp, Precise Motion/Movements; Strong Control of Tempo, Pulse, and Rhythm and Timing	5.0
Motion Difficulty & Execution	Motion Difficulty: Variety of Motions; Use of Levels/ Creative Transitions; Strong Variety of Formation Changes Motion Execution: Strong Technique and Sharp, Precise Motions; Strong and Consistent Arm Placement and Body Control; Uniformity and Synchronization	5.0

PERFORMANCE AND CROWD ENGAGEMENT

Crowd Leading/Spirit/Use of Prop(s)	Appropriate Words/Callbacks Genuine Spirit Throughout Strong and Consistent Energy Level Throughout Entire Routine Connection to the Crowd Effective use of Props	5.0
Voice/Inflection	Solid Vocal Projection Clarity/Flow of Words Pace of Cheer	5.0

FORMATIONS AND SPACING

Transitions, Formations, and Spacing- Difficulty and Execution	Seamless Transitions Strong Variety and Precision of Formations Synchronization	5.0
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ROUTINE IMPRESSION AND COMPOSITION

Routine Sequence, Effective Tempo and Pace of Routine, Dynamic use of Space and Timing, Originality, General Overall Appeal Note: This is not category specific, or an average of other scored elements, but encompasses the impression of the entire routine.	5.0
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Score Sheet Total: 30

ALL- GIRL ADVANCED & INTERMEDIATE PERFORMANCE DIVISIONS BUILDING SCORE SHEET

PARTNER STUNTS

Partner Stunt Difficulty	5.0 - 4.5: Super Elite skills 4.4 - 3.6: Elite skills 3.5 - 2.6: Advanced skills 2.5 - 1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated	5
Partner Stunt Execution	Flyers: Strong Technique, Body Positions and Body Control Solid Bases: Strong Technique and Maintains Control of the Stunt Pace of Skills Performed Solid Stunts and Dismounts	5
Partner Stunt Transitions & Synchronization	Creative Transitions between skills High Level of Perfection (technique, timing, mounts and dismounts) Combination of Skills	5

PYRAMIDS & TOSSES

Pyramids/Tosses Difficulty	5.0 - 4.5: Super Elite skills 4.4 - 3.6: Elite skills 3.5 - 2.6: Advanced skills 2.5 - 1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated	5
Pyramids/Tosses Execution	(Percentage of team participation is considered) 5 Points Solid Flyers: Strong Technique, Body Positions and Body Control Solid Bases: Strong Technique and Maintains Control of the Stunt Pace of Skills Performed Solid Stunts and Dismounts	5
Pyramid Transitions & Synchronization	Creative Transitions between Pyramid/Tosses High Level of Perfection (technique, timing, mounts and dismounts) Combination of Skills	5

ROUTINE IMPRESSION AND COMPOSITION

Routine Sequence, Effective Tempo and Pace of Routine, Dynamic use of Space and Timing, Originality, General Overall Appeal Note: This is not category specific, or an average of other scored elements, but encompasses the impression of the entire routine.	5
Score Sheet Total	35

CO-ED ADVANCED & INTERMEDIATE PERFORMANCE DIVISIONS BUILDING SCORE SHEET

PARTNER & COED STUNTS

Partner Stunt Difficulty	5.0 - 4.5: Super Elite skills 4.4 - 3.6: Elite skills 3.5 - 2.6: Advanced skills 2.5 - 1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated	5
Co-Ed Stunt Difficulty	See Rubric for Co-Ed Assisted and Unassisted Scoring Ranges	2.5
Stunt Execution	Flyers: Strong Technique, Body Positions and Body Control Solid Bases: Strong Technique and Maintains Control of the Stunt Pace of Skills Performed Solid Stunts and Dismounts	5
Stunt Transitions & Synchronization	Creative Transitions between skills High Level of Perfection (technique, timing, mounts and dismounts) Combination of Skills	5

PYRAMIDS & TOSSES

Pyramid/Tosses Difficulty	5.0 - 4.5: Super Elite skills 4.4 - 3.6: Elite skills 3.5 - 2.6: Advanced skills 2.5 - 1.6: Intermediate skills 1.5- 0: Beginner skills or not demonstrated	5
Pyramid/Tosses Execution	(Percentage of team participation is considered) 5 Points Solid Flyers: Strong Technique, Body Positions and Body Control Solid Bases: Strong Technique and Maintains Control of the Stunt Pace of Skills Performed Solid Stunts and Dismounts	5
Pyramid Transitions & Synchronization	Creative Transitions between Pyramid/Tosses High Level of Perfection (technique, timing, mounts and dismounts) Combination of Skills	5

ROUTINE IMPRESSION AND COMPOSITION

Routine Sequence, Effective Tempo and Pace of Routine, Dynamic use of Space and Timing, Originality, General Overall Appeal	2.5
Note: This is not category specific, or an average of other scored elements, but encompasses the impression of the entire routine.	
Score Sheet Total	35

ADVANCED & INTERMEDIATE PERFORMANCE DIVISIONS

JUMPS & TUMBLING

STANDING TUMBLING

Difficulty	5.0- 4.5: Super Elite skills 4.4-3.6: Elite Skills 3.5-2.6: Advanced skills 2.5- 1.6: Intermediate Skills 1.5-0: Beginner skills or not demonstrated (Percentage of team participation is considered)	5
Execution	High Level of Perfection (technique, timing, landing) Strong Height of Skills Good Body Lines/Form Synchronization of Skills	5

RUNNING

Difficulty	5.0- 4.5: Super Elite skills 4.4-3.6: Elite Skills 3.5-2.6: Advanced skills 2.5- 1.6: Intermediate Skills 1.5-0: Beginner skills or not demonstrated (Percentage of team participation is considered)	5
Execution	High Level of Perfection (technique, timing, landing) Strong Height of Skills Good Body Lines/Form Synchronization of Skills	5

JUMPS

Difficulty/Variety	5 2 Connected Advanced Jumps + 1 additional Jump combo WITH variety 4 2 Connected Advanced Jumps + 1 additional Jump combo NO variety 3 2 Connected Advanced Jumps WITH variety 2 2 Connected Advanced Jumps NO VARIETY 1 1 Jump 0 No Jumps Demonstrated Variety= 2 or more different jumps. Jumps must be consecutive. Connected = Continuous movement through the swing (Percentage of team participation is considered)	5
Execution / Synchronization / Timing	High Level of Perfection (technique, timing, landing) Strong Height of Jumps Good Body Lines/Form/Arm Placement and Toe Point Flexibility Synchronization of Skills and Landings	5

ROUTINE IMPRESSION AND COMPOSITION

Routine Sequence, Effective Tempo and Pace of Routine, Dynamic use of Space and Timing, Originality, General Overall Appeal	5
Note: This is not category specific, or an average of other scored elements, but encompasses the impression of the entire routine.	
Score Sheet Total	35

NON-TUMBLING PERFORMANCE DIVISIONS JUMPS

JUMPS

Difficulty/Variety	5 2 Connected Advanced Jumps + 1 additional Jump combo WITH variety 4 2 Connected Advanced Jumps + 1 additional Jump combo NO variety 3 2 Connected Advanced Jumps WITH variety 2 2 Connected Advanced Jumps NO VARIETY 1 1 Jump 0 No Jumps Demonstrated Variety= 2 or more different jumps. Jumps must be consecutive. Connected = Continuous movement through the swing (Percentage of team participation is considered)	5
Execution / Synchronization / Timing	High Level of Perfection (technique, timing, landing) Strong Height of Jumps Good Body Lines/Form/Arm Placement and Toe Point Flexibility Synchronization of Skills and Landings	5
ROUTINE IMPRESSION AND COMPOSITION		
Routine Sequence, Effective Tempo and Pace of Routine, Dynamic use of Space and Timing, Originality, General Overall Appeal Note: This is not category specific, or an average of other scored elements, but encompasses the impression of the entire routine.		5
Score Sheet Total		15