



OFFICIAL SCORE ★ SHEET

SCHOOL GAME DAY BUILDING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4-5
STUNTS	5		5	
PYRAMIDS	5		5	

9 - 10

TIMING Synchronization and Uniformity	10	
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CRITIQUE

JUDGE _____

TOTAL POSSIBLE

30





OFFICIAL SCORE ★ SHEET

SCHOOL GAME DAY TUMBLING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4-5
TUMBLING	5		5	
JUMPS	5		5	

9 - 10

ROUTINE COMPOSITION Spacing, Seamless Movement and Patterns, Execution of Formations	10	
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CRITIQUE

JUDGE _____

TOTAL POSSIBLE	30	
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SCHOOL GAME DAY OVERALL ROUTINE

	MAXIMUM VALUE	DIFFICULTY 9 - 10
VOICE / INFLECTION Pace of cheer is practical, Flow of words is easy to understand	10	
MOTIONS / DANCE	10	
PERFORMANCE / SHOWMANSHIP Genuine enthusiasm and energy level throughout the routine	10	
SCHOOL REPRESENTATION Image, Sportsmanship, Performance Integrity	10	

CRITIQUE

JUDGE _____

TOTAL POSSIBLE

40





OFFICIAL SCORE ★ SHEET

SCHOOL GAME DAY MASTER SCORESHEET

BUILDING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4-5
STUNTS	5		5	
PYRAMIDS	5		5	

9 - 10

TIMING Synchronization and Uniformity	10	
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TUMBLING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE 4-5
TUMBLING	5		5	
JUMPS	5		5	

9 - 10

ROUTINE COMPOSITION Spacing, Seamless Movement and Patterns, Execution of Formations	10	
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OVERALL PERFORMANCE

	MAXIMUM VALUE	DIFFICULTY 9 - 10
VOICE / INFLECTION Pace of cheer is practical, Flow of words is easy to understand	10	
MOTIONS / DANCE	10	
PERFORMANCE / SHOWMANSHIP Genuine enthusiasm and energy level throughout the routine	10	
SCHOOL REPRESENTATION Image, Sportsmanship, Performance Integrity	10	

JUDGE _____

TOTAL POSSIBLE	100	
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SCHOOL GAME DAY DANCE

Judging Criteria	COMMENTS	Max Points	Total Points
CREATIVITY		10	
TRANSITIONS		10	
FORMATIONS		10	
SPACING		10	
PLACEMENT		10	
SYNCHRONIZATION		10	
MOTION STRENGTH		10	
VISUL EFFECTS		10	
CROWD APPEAL		10	
OVERALL IMPRESSION		10	

TOTAL POSSIBLE	100	
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