

AMERICHEER FAMILY OF BRANDS

OFFICIAL SCORE SHEET

School Traditional Building/Non-Tumbling Division

Building Category

Judge #1

TEAM NAME: _____ DIVISION: _____

Partner Stunts	Point Value	Score	Comments
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• Difficulty (See applicable difficulty grid)	2.0 – 5.0	_____	
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• Execution (Sync/timing, form, technique)	5.0 – 10.0	_____	
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Pyramids/Tosses

• Difficulty (See applicable difficulty grid)	2.0 – 5.0	_____	
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• Execution (Sync/timing, form, technique)	5.0 – 10.0	_____	
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Overall Category Impression	2.0 – 5.0	_____	
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Total Possible Points	35	_____	
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Overall Category

Judge #2

TEAM NAME: _____ DIVISION: _____

Formations/Transitions/Spacing	Point Value	Score
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Quick, smooth, seamless, visual formations, adequate spacing.	5	_____
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Routine Composition	5	_____
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Use of floor, pace, flow, overall effect, crowd appeal.

School Representation	5	_____
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Participant appearance contributes to a uniform look as a team,
traditional, well fitting, age appropriate uniforms.

Appropriate music (including words and/or implied words),
performance integrity, sportsmanship.

Showmanship/Presentation	5	_____
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Demonstration of overall crowd repour to include eye contact, voice
volume, projection, genuine energy, enthusiasm, floor presence.

Total Possible Points	20	_____
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Jumps & Dance Category

Judge #3

TEAM NAME: _____ DIVISION: _____

Jumps	Point Value	Score	Comments
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|---|-----------|-------|--|
| • Difficulty
(See applicable jumps difficulty grid) | 2.0 – 5.0 | _____ | |
| • Execution
(Sync/timing, form, technique) | 2.0 – 5.0 | _____ | |

Dance

- | | | | |
|---|-----------|-------|--|
| • Difficulty
(Footwork, floorwork, level changes, ripples, visuals, pace, flow) | 2.0 – 5.0 | _____ | |
| • Execution
(Sync/timing, sharpness, strength of motions) | 2.0 – 5.0 | _____ | |

Overall Category Impression	2.0 – 5.0	_____	
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Total Possible Points	25	_____	
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Cheer Category

Judge #4

TEAM NAME: _____ DIVISION: _____

Cheer Words/Motion Technique

Point Value Score

Cheer words are appropriate, effective for Game Day
crowd leading situation/environment/atmosphere.

5 _____

Motion technique is strong, sharp, well placed with great
timing/sync.

Crowd Leading Props & Skill Incorps.

5 _____

Effective use of signs, poms, megas, flags. Incorporation of
practical skills to best lead a crowd.

Presentation/Showmanship

5 _____

Demonstration of crowd repour to include great eye contact, voice,
volume, projection, genuine energy, enthusiasm, floor presence,
pace, flow.

Overall Category Impression

5 _____

Great overall execution, crowd appeal, engagement,

Total Possible Points

20 _____