

AMERICHEER FAMILY OF BRANDS

OFFICIAL SCORE SHEET

School Traditional Building/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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School Traditional Building/Tumbling Division

Tumbling Category

Judge #2

TEAM NAME: _____ DIVISION: _____

Standing Group Tumbling	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)	2.0 – 5.0	_____	
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Running Group Tumbling	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)	2.0 – 5.0	_____	
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Overall Category Impression	2.0 – 5.0	_____	
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Total Possible Points	25	_____	
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School Traditional Building/Tumbling Division

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/Execution
(Sharpness, strength of motions,
footwork, floorwork, level
changes, visuals, pace, flow,
quick, seamless transitions,
sync/timing) | 2.0 – 5.0 | _____ | |
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Overall Category Impression	2.0 – 5.0	_____	
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Total Possible Points	20	_____	
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School Traditional Building/Tumbling Division

Cheer Category

Judge #4

TEAM NAME: _____ DIVISION: _____

Cheer Words/Motion Technique	Point Value	Score
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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.	Point Value	Score
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Effective use of signs, poms, megas, flags. Incorporations of <u>practical</u> skills to best lead a crowd.	5	_____
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Presentation/Showmanship	Point Value	Score
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Demonstrates crowd repour to include great eye contact, voice volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.	5	_____
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Overall Category Impression	Point Value	Score
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Overall execution, crowd appeal, engagement		
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Total Possible Points	20	_____
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