

# AMERICHEER FAMILY OF BRANDS

## OFFICIAL SCORE SHEET

### School Traditional Non-Building/Non-Tumbling Division

#### Overall Category

Judge #1

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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<b>Routine Composition</b>	5	_____
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Use of floor, pace, flow, overall effect, crowd appeal.

<b>School Representation</b>	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.

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

<b>Total Possible Points</b>	<b>20</b>	_____
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### Jumps Category

Judge #2

TEAM NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

Jumps	Point Value	Score	Comments
<ul style="list-style-type: none"><li>• <b>Difficulty</b> (See applicable jumps difficulty grid)</li></ul>	5.0 – 10.0	_____	
<ul style="list-style-type: none"><li>• <b>Execution</b> (Sync/timing, form, technique)</li></ul>	5.0 – 15.0	_____	
<b>Overall Category Impression</b>	2.0 – 5.0	_____	
<b>Total Possible Points</b>	<b>30</b>	_____	

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### School Traditional Non-Building/Non-Tumbling Division

#### Dance Category

Judge #3

TEAM NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

Dance	Point Value	Score	Comments
<ul style="list-style-type: none"><li>• <b>Difficulty</b> (Footwork, floorwork, level changes, ripples, visuals, pace, flow)</li></ul>	5.0 – 10.0	_____	
<ul style="list-style-type: none"><li>• <b>Execution</b> (Sync/timing, sharpness, strength of motions)</li></ul>	10.0 – 15.0	_____	
<b>Overall Category Impression</b>	2.0 – 5.0	_____	
<b>Total Possible Points</b>	<b>30</b>	_____	

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## OFFICIAL SCORE SHEET

### School Traditional Non-Building/Non-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. Motion technique is sharp, well placed with great timing/synchronization.	5	_____
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<b>Crowd Leading Props/Skill Incorps.</b>	5	_____
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Effective use of signs, poms, megas, flags. Incorporation of practical skills to best lead a crowd.

<b>Presentation/Showmanship</b>	5	_____
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Outstanding crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, pace, flow.

<b>Overall Category Impression</b>	5	_____
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Great overall execution, crowd appeal, engagement.

<b>Total Possible Points</b>	<b>20</b>	_____
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