

AMERICHEER FAMILY OF BRANDS

OFFICIAL SCORE SHEET

School Traditional Tumbling/Non-Building Division

Overall Category

Judge #1

TEAM NAME: _____ DIVISION: _____

Formations/Transitions/Spacing Point Value Score

Quick, smooth, seamless, visual formations with
adequate spacing. 5 _____

Routine Composition 5 _____

Use of floor, pace, flow, overall effect, crowd appeal.

School Representation 5 _____

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 _____

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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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 | _____ | |
| • Execution
(Sync/timing, form, technique) | 5.0 – 10.0 | _____ | |

Running Group Tumbling

- | | | | |
|---|------------|-------|--|
| • Difficulty
(See applicable difficulty grid) | 2.0 – 5.0 | _____ | |
| • Execution
(Sync/timing, form, technique) | 5.0 – 10.0 | _____ | |

Overall Category Impression	2.0 – 5.0	_____
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Total Possible Points	35	_____
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School Traditional Tumbling/Non-Building Division

Jumps & Dance Category

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, quick, seamless transitions) | 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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School Traditional Tumbling/Non-Building 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	5	_____
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crowd leading situation/environment/atmosphere.

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

Crowd Leading Props/Skill Incorps.	5	_____
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Effective use of signs, poms, megs, flags. Incorporations of
practical skills to best lead a crowd.

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

Overall Category Impression	5	_____
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Overall execution, crowd appeal, crowd engagement.

Total Possible Points	20	_____
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