

**AMERICHEER FAMILY OF BRANDS
OFFICIAL SCHOOL MASTER SCORE SHEET**

**Junior High/Middle School Traditional Crowd Leading Division –
Building & Tumbling**

TEAM NAME: _____

DIVISION: _____

Building Category

Stunts	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Pyramids/Tosses	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Overall Building Impression	5.0		
Total Possible Points	25.0		



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**Junior High/Middle School Traditional Crowd Leading Division –
Building & Tumbling**

TEAM NAME: _____

DIVISION: _____

Tumbling & Jumps Category

Standing/Running Tumbling	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Jumps	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Overall Tumbling & Jumps Impression	5.0		
Total Possible Points	25.0		



AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

Junior High/Middle School Traditional Crowd Leading Division – Building & Tumbling

TEAM NAME: _____

DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Crowd Leading Cheer	Point Value	Score	Comments
Cheer Words/Motion Technique <small>Cheer words are appropriate, effective for Game Day crowd leading situation/atmosphere. Motion technique is strong, sharp, well placed. with excellent timing/sync.</small>	10.0		
Crowd Leading Props/Skill Incorporations <small>Effective use of signs, poms, megas, flags. Incorporations include practical skills to best lead a crowd.</small>	10.0		
Skill Incorporation Execution <small>(Sync/timing, form, technique)</small>	10.0		
Presentation/Showmanship <small>Team demonstrates crowd repour to include great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, appropriate pace, flow.</small>	10.0		
Total Possible Points	50.0		



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**Junior High/Middle School Traditional Crowd Leading Division –
Building & Non-Tumbling**

TEAM NAME: _____

DIVISION: _____

Building Category

Stunts	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Pyramids/Tosses	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Overall Building Impression	5.0		
Total Possible Points	25.0		



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**Junior High/Middle School Traditional Crowd Leading Division –
Building & Non-Tumbling**

TEAM NAME: _____

DIVISION: _____

Jump & Routine Presentation Category

Jumps	Point Value	Score	Comments
Difficulty (See applicable Difficulty Rubric)	5.0		
Execution (Sync/timing, form, technique)	5.0		
Routine Presentation	Point Value	Score	Comments
School Representation Individual participants and/or team appearance is neat, clean and displays a uniform look. Uniforms are school and age appropriate. Music selection(s) are appropriate and lack inappropriate words, (implied/spoken), and/or sound effects. Routine displays integrity and sportsmanship.	5.0		
Presentation/Showmanship Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
Overall Crowd Appeal Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
Total Possible Points	25.0		



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Junior High/Middle School Traditional Crowd Leading Division – Building & Non-Tumbling

TEAM NAME: _____

DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Crowd Leading Cheer	Point Value	Score	Comments
Cheer Words/Motion Technique <small>Cheer words are appropriate, effective for Game Day crowd leading situation/atmosphere. Motion technique is strong, sharp, well placed with excellent timing/sync.</small>	10.0		
Crowd Leading Props/Skill Incorporations <small>Effective use of signs, poms, megas, flags. Incorporations include practical skills to best lead a crowd.</small>	10.0		
Skill Incorporation Execution <small>(Sync/timing, form, technique)</small>	10.0		
Presentation/Showmanship <small>Team demonstrates crowd repour to include: great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, appropriate pace, flow.</small>	10.0		
Total Possible Points	50.0		



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**Junior High/Middle School Traditional Crowd Leading Division –
Non-Building & Non-Tumbling**

TEAM NAME: _____

DIVISION: _____

Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
School Representation Individual participants and/or team appearance is neat, clean and displays a uniform look. Uniforms are school and age appropriate. Music selection(s) are appropriate and lack inappropriate words, (implied/spoken), and/or sound effects. Routine displays integrity and sportsmanship.	5.0		
Presentation/Showmanship Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
Overall Crowd Appeal Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
Total Possible Points	15.0		



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TEAM NAME: _____

DIVISION: _____

Jump & Routine Presentation Category

Jumps	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Overall Jump Impression	5.0		
Total Possible Points	15.0		



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Junior High/Middle School Traditional Crowd Leading Division – Non-Building & Non-Tumbling

TEAM NAME: _____

DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Crowd Leading Cheer	Point Value	Score	Comments
Cheer Words/Motion Technique <small>Cheer words are appropriate, effective for Game Day crowd leading situation/atmosphere. Motion technique is strong, sharp, well placed with excellent timing/sync.</small>	10.0		
Crowd Leading Props/Skill Incorporations <small>Effective use of signs, poms, megas, flags. Incorporations include practical skills to best lead a crowd.</small>	10.0		
Skill Incorporation Execution <small>(Sync/timing, form, technique)</small>	10.0		
Presentation/Showmanship <small>Team demonstrates crowd repour to include: great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, appropriate pace, flow.</small>	10.0		
Total Possible Points	50.0		



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DIVISION: _____

Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
School Representation Individual participants and/or team appearance is neat, clean and displays a uniform look. Uniforms are school and age appropriate. Music selection(s) are appropriate and lack inappropriate words, (implied/spoken), and/or sound effects. Routine displays integrity and sportsmanship.	5.0		
Presentation/Showmanship Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
Overall Crowd Appeal Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
Total Possible Points	15.0		



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Junior High/Middle School Traditional Crowd Leading Division – Non-Building & Tumbling

TEAM NAME: _____

DIVISION: _____

Tumbling & Jumps Category

Standing/Running Tumbling	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Jumps	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Overall Tumbling & Jumps Impression	5.0		
Total Possible Points	25.0		



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Junior High/Middle School Traditional Crowd Leading Division – Non-Building & Tumbling

TEAM NAME: _____

DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
Crowd Leading Cheer	Point Value	Score	Comments
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Skill Incorporation Execution <small>(Sync/timing, form, technique)</small>	10.0		
Presentation/Showmanship <small>Team demonstrates crowd repour to include: great eye contact, voice, volume, projection, genuine energy, enthusiasm, floor presence, appropriate pace, flow.</small>	10.0		
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