

# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Adv Varsity 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Adv Varsity 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

## Adv Varsity 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity Traditional Crowd Leading Division – Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Jump & Routine Presentation Category

Jumps	Point Value	Score	Comments
<b>Difficulty</b> (See applicable Difficulty Rubric)	5.0		
<b>Execution</b> (Sync/timing, form, technique)	5.0		
Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	25.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Varsity Traditional Crowd Leading Division – Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Varsity Traditional Crowd Leading Division – Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Jump & Routine Presentation Category

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





# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Varsity 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity Traditional Crowd Leading Division – Non-Building & Tumbling**

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

DIVISION: \_\_\_\_\_

## Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<p><b>School Representation</b> 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.</p>	5.0		
<p><b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.</p>	5.0		
<p><b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.</p>	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Adv Varsity 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
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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Adv Varsity Coed 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		



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

**Adv Varsity Coed Traditional Crowd Leading Division – Building & Tumbling**

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

DIVISION: \_\_\_\_\_

**Tumbling & Jumps Category**

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



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Adv Varsity Coed 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



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**Adv Varsity Coed 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		





# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity Coed Traditional Crowd Leading Division – Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Jump & Routine Presentation Category

Jumps	Point Value	Score	Comments
<b>Difficulty</b> (See applicable Difficulty Rubric)	5.0		
<b>Execution</b> (Sync/timing, form, technique)	5.0		
Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	25.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity Coed 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Varsity Coed Traditional Crowd Leading Division – Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Varsity Coed Traditional Crowd Leading Division – Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Jump & Routine Presentation Category

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



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Varsity Coed 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



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**Adv Varsity Coed Traditional Crowd Leading Division – Non-Building & Tumbling**

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

DIVISION: \_\_\_\_\_

## Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity Coed 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Adv Varsity Coed 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
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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		





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

**Intermediate Varsity Coed Traditional Crowd Leading Division –  
Building & Tumbling**

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

DIVISION: \_\_\_\_\_

**Building Category**

<b>Stunts</b>	<b>Point Value</b>	<b>Score</b>	<b>Comments</b>
Difficulty <small>(See applicable Difficulty Rubric)</small>	5.0		
Execution <small>(Sync/timing, form, technique)</small>	5.0		
<b>Pyramids/Tosses</b>	<b>Point Value</b>	<b>Score</b>	<b>Comments</b>
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		



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

**Intermediate Varsity Coed Traditional Crowd Leading Division –  
Building & Tumbling**

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

DIVISION: \_\_\_\_\_

**Tumbling & Jumps Category**

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



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Coed 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Coed 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Coed Traditional Crowd Leading Division – Building & Non-Tumbling

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

DIVISION: \_\_\_\_\_

### Jump & Routine Presentation Category

Jumps	Point Value	Score	Comments
<b>Difficulty</b> (See applicable Difficulty Rubric)	5.0		
<b>Execution</b> (Sync/timing, form, technique)	5.0		
Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	25.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Coed 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Intermediate Varsity Coed Traditional Crowd Leading Division –  
Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Intermediate Varsity Coed Traditional Crowd Leading Division –  
Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Jump & Routine Presentation Category

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





# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Intermediate Varsity Coed 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Intermediate Varsity Coed Traditional Crowd Leading Division –  
Non-Building & Tumbling**

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

DIVISION: \_\_\_\_\_

## Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Coed 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Coed 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
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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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		



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

**Intermediate Varsity Traditional Crowd Leading Division –  
Building & Tumbling**

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

DIVISION: \_\_\_\_\_

**Tumbling & Jumps Category**

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



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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		





# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Traditional Crowd Leading Division – Building & Non-Tumbling

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

DIVISION: \_\_\_\_\_

### Jump & Routine Presentation Category

Jumps	Point Value	Score	Comments
<b>Difficulty</b> (See applicable Difficulty Rubric)	5.0		
<b>Execution</b> (Sync/timing, form, technique)	5.0		
Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	25.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Traditional Crowd Leading Division – Non-Building & Non-Tumbling

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

DIVISION: \_\_\_\_\_

### Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

**Intermediate Varsity Traditional Crowd Leading Division –  
Non-Building & Non-Tumbling**

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

DIVISION: \_\_\_\_\_

## Jump & Routine Presentation Category

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



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity Traditional Crowd Leading Division – Non-Building & Tumbling

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

DIVISION: \_\_\_\_\_

### Routine Presentation Category

Routine Presentation	Point Value	Score	Comments
<b>School Representation</b> 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		
<b>Presentation/Showmanship</b> Overall performance is engaging, participants have good eye contact, natural smiles, loud voices/volume/projection, genuine energy, enthusiasm, floor presence.	5.0		
<b>Overall Crowd Appeal</b> Variety, pace/flow, quick seamless transitions, visual formations, spacing, floor utilization/coverage, choreography, creativity, visual appeal.	5.0		
<b>Total Possible Points</b>	15.0		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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		



# AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

## Intermediate Varsity 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
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 <b>practical</b> 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		
<b>Total Possible Points</b>	<b>50.0</b>		

