

AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

Traditional – Building & Non-Tumbling

TEAM NAME: _____

DIVISION: _____

Building Category

Group/Partner Stunts	Point Value	Score	Comments
Difficulty (See stunts difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		

Pyramids	Point Value	Score	Comments
Difficulty (See pyramids difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, cleanliness, timing and sync)	10.0		
Overall Building Category Impression	5.0		
Total Possible Points	35.0		



AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

Traditional– Building & Non-Tumbling

TEAM NAME: _____

DIVISION: _____

Jumps & Overall Routine Category

Jumps	Point Value	Score	Comments
Difficulty (See jumps difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		

Overall Routine	Point Value	Score	Comments
School Representation (Team members' appearance is neat, clean and conveys unified look as a team. Uniform and music are appropriate and well suited for school representation. Routine exhibits appropriate choreography, integrity and sportsmanship)	5.0		
Routine Presentation (Showmanship, energy, enthusiasm, passion and spirit)	5.0		
Routine Composition (Flow, pace, quick, clean and seamless transitions. Visual and clean formations/spacing. Variety, floor utilization and visual appeal)	5.0		
Total Possible Points	30.0		



AMERICHEER FAMILY OF BRANDS OFFICIAL SCHOOL MASTER SCORE SHEET

Traditional – Building & Non-Tumbling

TEAM NAME: _____

DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty (See dance difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Cheer	Point Value	Score	Comments
Game Day Material (Relevant for crowd leading and solicits crowd participation)	5.0		
Motion Technique (Execution, precision, sharpness, timing and sync)	5.0		
Props (Use of signs, poms, megaphones, rally towels and flags. Timing, sync and precision of props use)	5.0		
Skills (Relevant for crowd leading. Execution, timing and sync)	5.0		
Total Possible Points	35.0		



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DIVISION: _____

Building Category

Group/ Partner Stunts	Point Value	Score	Comments
Difficulty (See stunts difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		

Pyramids	Point Value	Score	Comments
Difficulty (See stunts difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Overall Building Category Impression	5.0		
Total Possible Points	35.0		



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Traditional – Building & Tumbling

TEAM NAME: _____

DIVISION: _____

Tumbling & Jumps Category

Standing/Running Group Tumbling	Point Value	Score	Comments
Difficulty (See tumbling difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Jumps	Point Value	Score	Comments
Difficulty (See jumps difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	5.0		
Overall Tumbling & Jumps Category Impression	5.0		
Total Possible Points	30.0		



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TEAM NAME: _____

DIVISION: _____

Dance & Cheer & Routine Presentation

Dance	Point Value	Score	Comments
Difficulty (See dance difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	5.0		
Cheer	Point Value	Score	Comments
Game Day Material (Relevant for crowd leading, solicits crowd participation)	5.0		
Motion Technique (Execution, precision, sharpness, placement, timing and sync)	5.0		
Props (Use of signs, poms, megaphones, rally towels and flags. Timing, sync and sharpness of prop use)	5.0		
Skills (Relevant for crowd leading, execution, timing and sync)	5.0		
Routine Presentation	Point Value	Score	Comments
Routine Presentation (Showmanship, energy, enthusiasm, passion and spirit)	5.0		
Total Possible Points	35.0		



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DIVISION: _____

Overall Routine Category

Overall Routine	Point Value	Score	Comments
School Representation (Team members' appearance is neat, clean and conveys a cohesive unified look as a team. Uniforms and music are appropriate and well suited for school representation. Routine exhibits appropriate, integrity and sportsmanship)	5.0		
Routine Presentation (Showmanship, energy, enthusiasm, passion and spirit)	10.0		
Routine Composition (Flow, pace, quick, clean and seamless transitions. Visual and clean formations/spacing. Variety, floor utilization and crowd appeal)	5.0		
Total Possible Points	20.0		



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DIVISION: _____

Jump Category

Jumps	Point Value	Score	Comments
Difficulty (See jumps difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Overall Jump Category Impression	5.0		
Total Possible Points	20.0		



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DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty (See dance difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Overall Dance Category Impression	5.0		

Cheer	Point Value	Score	Comments
Game Day Material (Relevant for crowd leading and solicits crowd participation)	10.0		
Motion Technique (Execution, precision, sharpness, placement, timing and sync)	10.0		
Props (Use of signs, poms, megaphones, rally towels and flags. Timing, sync, and precision of prop use)	10.0		
Skills (Relevant for crowd leading, execution, timing and sync)	10.0		
Total Possible Points	60.0		



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Traditional – Non-Building & Tumbling

TEAM NAME: _____

DIVISION: _____

Overall Routine Category

Overall Routine	Point Value	Score	Comments
School Representation (Team members' appearance is neat, clean and conveys a cohesive unified look as a team. Uniforms and music are appropriate and well suited for school representation. Routine exhibits appropriate choreography, integrity and sportsmanship)	5.0		
Routine Presentation (Showmanship, energy, enthusiasm, passion and spirit)	5.0		
Routine Composition (Flow, pace, quick, clean, and seamless transitions. Visual and clean formations/spacing. Variety, floor utilization and visual appeal)	5.0		
Total Possible Points	15.0		



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DIVISION: _____

Tumbling & Jumps Category

Standing Group Tumbling	Point Value	Score	Comments
Difficulty (See tumbling difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Running Group Tumbling	Point Value	Score	Comments
Difficulty (See tumbling difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Jumps	Point Value	Score	Comments
Difficulty (See jumps difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Overall Tumbling & Jumps Category Impression	5.0		
Total Possible Points	50.0		



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TEAM NAME: _____

DIVISION: _____

Dance & Cheer Category

Dance	Point Value	Score	Comments
Difficulty (See dance difficulty rubric for point value ranges)	5.0		
Execution (Form, technique, perfection, timing and sync)	10.0		
Cheer	Point Value	Score	Comments
Game Day Material (Relevant for crowd leading and solicits crowd participation)	5.0		
Motion Technique (Execution, precision, sharpness, placement, timing and sync)	5.0		
Props (Use of signs, poms, megaphones, rally towels and flags. Timing, sync, and precision of prop use)	5.0		
Skills (Relevant for crowd leading, execution, timing and sync)	5.0		
Total Possible Points	35.0		



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