



CHEER SCORESHEET

School: _____ Official #: _____

Building Skills	Comments	Difficulty Point Range	Difficulty Score	Execution Point Range	Execution Score	Total Score (10 pts maximum)
Partner Stunts/ Group Stunts		0-5		0-5		
Pyramids		0-5		0-5		
Basket Tosses		0-5		0-5		
Maximum (30) Building Skills Total =						
Tumbling/Jumping Skills	Comments	Difficulty Point Range	Difficulty Score	Execution Point Range	Execution Score	Total Score (10 pts maximum)
Standing Tumbling		0-5		0-5		
Running Tumbling		0-5		0-5		
Jumps		0-5		0-5		
Maximum (30) Tumbling/Jumping Total =						
Overall Routine	Comments	Point Range				Total
Choreography <i>See other side for category details</i>		0-10				
Showmanship/ General Impression <i>See other side for category details</i>		0-10				
Overall Execution <i>See other side for category details</i>		0-10				
Overall Difficulty <i>See other side for category details</i>		0-10				
Maximum (40) Overall Routine Total =						
(Maximum 100) PERFORMANCE TOTAL =						

Scores within each category will be given to the tenths of a point

Additional Comments:	
Official's Signature:	
Official's Name: (Printed)	

CHEER SCORESHEET CATEGORY DETAILS

Choreography: Evaluate the music and how it applies to the routine, routine pace, the transitions between sections, the flow of the routine, motions, formation placement and execution of new formations, floor mobility and use of space for team size, overall creativity of the performance, was the routine uniquely visual, etc.

Showmanship/General Impression: Floor presence, performance impression, energy, pace, excitement, confidence and the overall effect of the ability to perform the routine to display a strong collegiate cheer team.

Overall Execution: Perfection of a routine, cleanliness of what they do, how well they perform their choreographed routine. Consider formations, transitions, motions, etc. Focus on rewarding teams with clean execution.

Degree of Difficulty: Look at whether or not the routine was difficult in all areas or weak in some while strong in others, looking at transitions and dead time in the routine or how long mounts and dismounts were held before moving on to the next section. Did the team throw multiple sections of all elements or only one of each element (stunts, tumbling sequences, pyramids....), teams that throw more elements and take less breaks with high difficulty would score higher in this category.

