

**NYSPHSAA CHAMPIONSHIP  
CHEER SCORE SHEET  
OVERALL COVER SHEET**



**Team Name**

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**Division**

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<b>Judge Totals</b>	<b>Points</b>	<b>Score</b>
Judges 1/2	45	
Judges 3/4	55	
<b>Subtotal Total</b>	<b>Possible</b>	<b>Score</b>
	100	

<b>Grand Total</b>	<b>Points</b>	<b>Score</b>
Judges Subtotal	100	
Deduction Totals (Negative Value)	---	
<b>Grand Total</b>	<b>Possible</b>	<b>Score</b>
	100	



<b>Team Name</b>	<b>Judge 1 Initials</b>
<b>Division</b>	<b>Judge 2 Initials</b>

<b>CHEER PORTION – 25 Points</b>	<b>Points</b>	<b>Score</b>
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<b>Presentation of Material</b>		
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Encompasses energy, facial expressions (natural), pace and clarity of words, use of formations and motions for crowd coverage, correlation of words to school's name, mascot, colors. Use of motions to either: lead the crowd response (including props) and/or create visual interest.	<b>5</b>	
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<b>Execution of Cheer</b>		
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Execution of motions including sharpness, placement, synchronization. Spacing of formations. Execution and effective use of props (if used). Volume and inflection of words.	<b>5</b>	
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<b>Effective Use of Skills</b>		
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Effective use of skills to: Enhance the cheer/response and/or Create visual interest that correlates to the words.	<b>5</b>	
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<b>Difficulty of Skills</b>		
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Difficulty of skills (Stunts, Jumps, and Tumbling) used in cheer.	<b>5</b>	
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<b>Execution of Skills</b>		
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How well the skills of the cheer are performed. Skills used are technically correct and strong, synchronization, and overall skill level shown with stunts, jumps, and tumbling.	<b>5</b>	
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<b>MUSIC PORTION – 15 Points</b>	<b>Points</b>	<b>Score</b>
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<b>Standing/Running Tumbling - 10 Points</b>		
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<b>Execution</b> Entry, Body Position, Arm/Leg Position, Control, Landing, Skill Completion, Synchronization (if applicable)	<b>5</b>	
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<b>Difficulty</b> Progression of Skill, Number of Participants, and Synchronization	<b>5</b>	
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<b>Jumps – 5 Points</b>		
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Approach, Position of Chest, Uniform Height, Uniform Arm Placement, Flexibility, Toe Point, Landing, Synchronization	<b>5</b>	
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<b>Overall Effect – 5 Points</b>		
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For all elements on this score sheet (Cheer, Tumbling, Jumps): Formations (clear/easily seen, variety of formations, appropriate use of floor), Transitions (creative, minimal downtime, Flow), and Showmanship (confident, natural, excited faces and smiles, engaging, energy maintained).	<b>5</b>	
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<b>Total</b>	<b>Possible</b>	<b>Score</b>
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<b>45</b>	
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Team Name \_\_\_\_\_

Judge 3 Initials \_\_\_\_\_

Division \_\_\_\_\_

Judge 4 Initials \_\_\_\_\_

<b>MUSIC PORTION - 55 Points</b>		<b>Points</b>	<b>Score</b>
<b>Partner Stunts - 25 Points</b>			
<b>Execution</b> Base/spotter Technique, Control, Building Technique, Transition Technique, Flyer Technique, Dismount Technique, Toss Technique (if applicable), Synchronization (if applicable), Timing, Spacing of Groups.	<b>15</b>		
<b>Difficulty</b> Progression of Skill, Number of Groups Performing the skill, Minimal Bases Used, Pace, Transitions, Synchronization	<b>10</b>		
Pace Driver <input type="checkbox"/> Variety Driver <input type="checkbox"/> Max Participation Driver <input type="checkbox"/>			
<b>Pyramids - 20 Points</b>			
<b>Execution</b> Base Technique, Control, Building Technique, Transition Technique, Flyer Technique, Dismount Technique, Toss Technique (if applicable), Synchronization (if applicable), Timing, Spacing of Groups/Connections.	<b>10</b>		
<b>Difficulty</b> Progression of Skill, Number of Groups Performing the skill, Minimal Bases/Bracers Used, Pace, Transitions, Synchronization	<b>10</b>		
Pace Driver <input type="checkbox"/> Variety Driver <input type="checkbox"/> Max Participation Driver <input type="checkbox"/>			
<b>Dance - 5 Points</b>			
Pace, Visual Effects, Variety of Movements, Level/Formation Changes, Foot Work	<b>5</b>		
<b>Overall Effect – 5 Points</b>			
For all elements on this score sheet (Stunts, Pyramid, & Dance): Variety (number of skill categories performed in Stunts & Pyramids), Formations (clear/easily seen, variety, appropriate use of floor), Transitions (creative stunt & pyramid sequences, entries, dismounts, etc.), and Showmanship (confident, natural, excited faces and smiles, engaging, energy maintained).	<b>5</b>		
<b>Total</b>	<b>Possible</b>	<b>Score</b>	
	<b>55</b>		