

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



Team Name

Division

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

Grand Total	Points	Score
Judges Subtotal	100	
Deduction Totals (Negative Value)	---	
Grand Total	Possible	Score
	100	



Team Name

Judge 1 Initials

Division

Judge 2 Initials

CHEER PORTION – 25 Points	Points	Score
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Presentation of Material		
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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.	5	
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Execution of Cheer		
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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.	5	
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Effective Use of Skills		
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Effective use of skills to: Enhance the cheer/response and/or Create visual interest that correlates to the words.	5	
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Difficulty of Skills		
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Difficulty of skills (Stunts, Jumps, and Tumbling) used in cheer.	5	
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Execution of Skills		
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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.	5	
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MUSIC PORTION – 15 Points	Points	Score
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Standing/Running Tumbling - 10 Points		
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Execution Entry, Body Position, Arm/Leg Position, Control, Landing, Skill Completion, Synchronization (if applicable)	5	
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Difficulty Progression of Skill, Number of Participants, and Synchronization	5	
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Jumps – 5 Points		
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Approach, Position of Chest, Uniform Height, Uniform Arm Placement, Flexibility, Toe Point, Landing, Synchronization	5	
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Overall Effect – 5 Points		
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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).	5	
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Total	Possible	Score
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45	
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Team Name

Judge 3 Initials

Division

Judge 4 Initials

MUSIC PORTION - 55 Points		Points	Score
Partner Stunts - 25 Points			
Execution Base/spotter Technique, Control, Building Technique, Transition Technique, Flyer Technique, Dismount Technique, Toss Technique (if applicable), Synchronization (if applicable), Timing, Spacing of Groups.	15		
Difficulty Progression of Skill, Number of Groups Performing the skill, Minimal Bases Used, Pace, Transitions, Synchronization	10		
Pyramids - 20 Points			
Execution Base Technique, Control, Building Technique, Transition Technique, Flyer Technique, Dismount Technique, Toss Technique (if applicable), Synchronization (if applicable), Timing, Spacing of Groups/Connections.	10		
Difficulty Progression of Skill, Number of Groups Performing the skill, Minimal Bases/Bracers Used, Pace, Transitions, Synchronization	10		
Dance - 5 Points			
Pace, Visual Effects, Variety of Movements, Level/Formation Changes, Foot Work	5		
Overall Effect – 5 Points			
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).	5		
Total	Possible	Score	
	55		