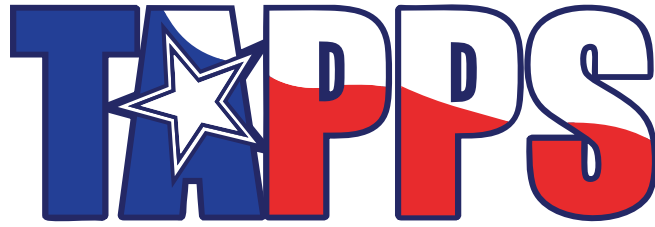


## TRADITIONAL SCORESHEET

<b>BUILDING SKILLS</b>	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE
<u><b>STUNTS</b></u> 2.0-3.0 Basic stunt variations 3.0-4.0 Intermediate stunt variations 4.0-5.0 Advanced stunt variations 5.0-6.0 Elite stunt variations	<b>6.0</b>		<b>8.0</b>	
<u><b>PYRAMID/TOSSES</b></u> 2.0-3.0 Basic pyramid variations 3.0-4.0 Intermediate pyramid variations 4.0-5.0 Advanced pyramid variations 5.0-6.0 Elite pyramid variations	<b>6.0</b>		<b>8.0</b>	
<b>PACE &amp; FLOW</b>	<b>1.0</b>			
<b>CREATIVITY</b>	<b>2.0</b>			
<b>VISUAL APPEAL</b>	<b>2.0</b>			
<b>TOTAL</b>	<b>33</b>			

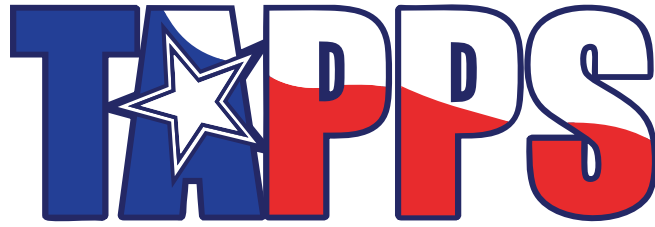
Comments:



## TRADITIONAL SCORESHEET

<b>TUMBLING/JUMPS</b>	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	TECHNIQUE
<u><b>TUMBLING SKILLS</b></u> 2.0-3.0 Basic skill variations 3.0-4.0 Intermediate skill variations 4.0-5.0 Advanced skill variations 5.0-6.0 Elite skill variations	<b>5.0</b>		<b>7.0</b>	
<u><b>JUMP SKILLS</b></u> 2.0 Basic jump variations 3.0 Intermediate jump variations 4.0 Advanced jump variations 5.0 Elite jump variations	<b>5.0</b>		<b>7.0</b>	
<b>PACE &amp; FLOW</b>	<b>1.0</b>			
<b>CREATIVITY</b>	<b>2.0</b>			
<b>VISUAL APPEAL</b>	<b>2.0</b>			
<b>TOTAL</b>	<b>29</b>			

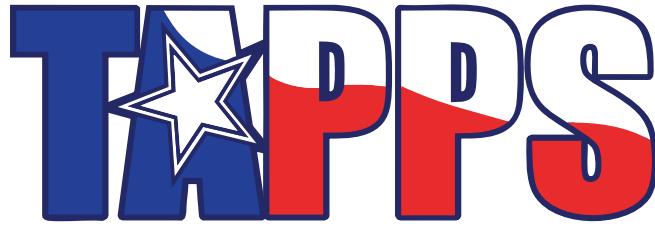
Comments:



## TRADITIONAL SCORESHEET

<b>CHEER/DANCE</b>	<b>MAXIMUM VALUE</b>	<b>SCORE</b>
<b><u>CROWD EFFECTIVE MATERIAL</u></b> Crowd material, formations, and incorporation should demonstrate effective crowd engagement and/or response	<b>6.0</b>	
<b><u>EFFECTIVE USE OF SKILLS</u></b> Skills should be performed in a way that is easy to follow and encourage crowd engagement	<b>6.0</b>	
<b><u>EFFECTIVE USE OF PROPS</u></b> Props should be performed in a way that is easy to follow and encourage crowd engagement	<b>6.0</b>	
<b><u>FORMATIONS AND TRANSITION</u></b> Variety and execution of formations throughout the routine should be performed with confidence and precision with good pace and flow	<b>5.0</b>	
<b><u>PERFORMANCE</u></b> Genuine excitement and energy performed throughout the routine and is performed with confidence.	<b>5.0</b>	
<b><u>DANCE</u></b> Dance motions/choreography should be performed with confidence and precision. Also includes execution, intricacy, levels, and pace.	<b>5.0</b>	
<b><u>ROUTINE COMPOSITION</u></b> Routine should be composed with seamless movement, flow, creativity, and clear picture moments.	<b>5.0</b>	
<b>TOTAL</b>	<b>38</b>	

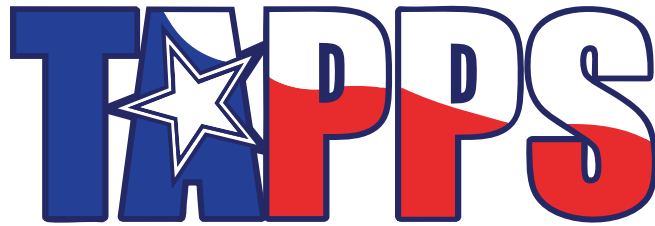
Comments:



## SPIRIT SCORESHEET

<b>BAND CHANT</b>	MAXIMUM VALUE	SCORE
<b><u>EFFECTIVE GAME DAY MATERIAL</u></b> Crowd material, formations, and incorporation should demonstrate effective crowd engagement and/or response.	<b>10.0</b>	
<b><u>EFFECTIVE USE OF SKILLS</u></b> Jump/kick skills should be performed with confidence and precision.	<b>5.0</b>	
<b><u>EFFECTIVE USE OF PROPS</u></b> Props should be performed in a way that is easy to follow and encourage crowd engagement.	<b>5.0</b>	
<b><u>MOTION TECHNIQUE</u></b> Motion technique should be performed with precision, strength, placement, synchronization, and control.	<b>5.0</b>	
<b><u>VISUAL APPEAL</u></b> Routine should be composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels, visual prop usage, and other techniques that encourage crowd participation.	<b>5.0</b>	
<b>TOTAL</b>	<b>30</b>	

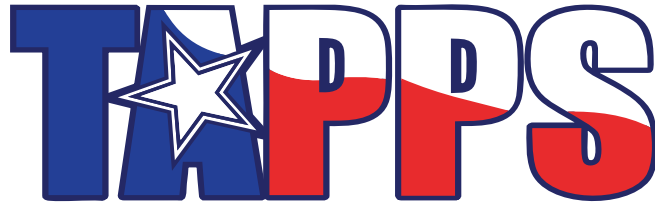
Comments:



## SPIRIT SCORESHEET

<b>CROWD LEADING</b>	MAXIMUM VALUE	SCORE
<b><u>EFFECTIVE GAME DAY MATERIAL</u></b> Crowd material, formations, and incorporation should demonstrate effective crowd engagement and/or response	<b>10.0</b>	
<b><u>EFFECTIVE USE OF SKILLS</u></b> Skills should be performed in a way that is easy to follow and encourage crowd engagement	<b>10.0</b>	
<b><u>EFFECTIVE USE OF PROPS</u></b> Props should be performed in a way that is easy to follow and encourage crowd engagement	<b>6.0</b>	
<b><u>FORMATIONS AND TRANSITION</u></b> Variety and execution of formations throughout the routine should be performed with confidence and precision with good pace and flow	<b>6.0</b>	
<b><u>MOTION TECHNIUE</u></b> Motion technique should be performed with precision, strength, placement, synchronization, and control.	<b>6.0</b>	
<b><u>PERFORMANCE</u></b> Genuine excitement and energy performed throughout the routine and is performed with confidence.	<b>6.0</b>	
<b><u>VISUAL APPEAL</u></b> Routine should be composed with seamless movement, performance, creativity, and clear picture moments	<b>6.0</b>	
<b>TOTAL</b>	<b>50</b>	

Comments:



## SPIRIT SCORESHEET

<b>FIGHT SONG</b>	MAXIMUM VALUE	SCORE
<b><u>EFFECTIVE GAME DAY MATERIAL</u></b> Crowd material, formations, and incorporation should demonstrate effective crowd engagement and/or response.	<b>10.0</b>	
<b><u>EFFECTIVE USE OF SKILLS</u></b> Jump/kick and stunt skills should be performed with confidence and precision. Stunts are only permitted for up to three consecutive eight counts.	<b>10.0</b>	
<b><u>EFFECTIVE USE OF PROPS</u></b> Props should be performed in a way that is easy to follow and encourage crowd engagement.	<b>5.0</b>	
<b><u>MOTION TECHNIQUE</u></b> Motion technique should be performed with precision, strength, placement, synchronization, and control.	<b>5.0</b>	
<b><u>VISUAL APPEAL</u></b> Routine should be composed with seamless movement, performance, creativity, and clear picture moments. This includes ripples, levels, visual prop usage, and other techniques that encourage crowd participation.	<b>5.0</b>	
<b><u>RELEVANCE TO GAME DAY ENVIROMENT</u></b> Routine should be composed with traditional fight song elements that encourage crowd participation.	<b>5.0</b>	
<b>TOTAL</b>	<b>40</b>	

Comments: