



## ROUND 2 – COMPULSORY ROUND – SCORESHEET

SCHOOL \_\_\_\_\_ NO. OF COMPETITORS \_\_\_\_\_ JUDGE ID# \_\_\_\_\_

**Requirements - Five skills shall be selected from the list below. At least one skill from each category must be performed: Flexibility, Jumping and Tumbling. The total value of the skill difficulty multiplier (DM) cannot exceed 5.80.**

DM	Flexibility Category	DM	Jumping Category	DM	Tumbling Category
0.600	Any Kick	0.600	Spread Eagle	0.600	Forward Roll
0.800	Side Split**	0.600	Tuck	0.800	Backward Roll
1.000	Heel Stretch	0.800	Double Hook	0.800	Cartwheel**
1.000	Switch Split**	1.000	Double 9	1.000	Near Arm Cartwheel**
1.200	Triple Splits**	1.000	Herkie	1.000	Round Off
1.200	Valdez*	1.000	Front Hurdler	1.000	Far Arm Cartwheel**
		1.000	Pike	1.200	Back Handspring
		1.000	Toe Touch	1.200	Back Walkover*
		1.000	Universal	1.400	Standing Back Tuck
				1.400	Arial Cartwheel

Five skills must be performed.  
 \*The back walkover and valdez skills may be used as a tumbling or flexibility skill. One skill cannot count for both categories.  
 \*\*You may not select more than one of these for your five skills in that category.

Competitors	Competitor Multiplier
4	1.000
5	1.010
6	1.020
7	1.030
8	1.040
9	1.050
10	1.060
11	1.070
12	1.080
13	1.090
14	1.100
15	1.110
16	1.120

The following categories will be judged on a 1-10 scale using a tenth of a point system.

**COMMENTS:**

PRECISION DRILL.....

**LIST SKILLS IN ORDER PERFORMED**

	DM		SCORE			
Skill 1 _____	<input style="width: 50px; height: 30px;" type="text"/>	X	<input style="width: 50px; height: 30px;" type="text"/>	=	<input style="width: 100px; height: 30px;" type="text"/>	
Skill 2 _____	<input style="width: 50px; height: 30px;" type="text"/>	X	<input style="width: 50px; height: 30px;" type="text"/>	=	<input style="width: 100px; height: 30px;" type="text"/>	
Skill 3 _____	<input style="width: 50px; height: 30px;" type="text"/>	X	<input style="width: 50px; height: 30px;" type="text"/>	=	<input style="width: 100px; height: 30px;" type="text"/>	
Skill 4 _____	<input style="width: 50px; height: 30px;" type="text"/>	X	<input style="width: 50px; height: 30px;" type="text"/>	=	<input style="width: 100px; height: 30px;" type="text"/>	
Skill 5 _____	<input style="width: 50px; height: 30px;" type="text"/>	X	<input style="width: 50px; height: 30px;" type="text"/>	=	<input style="width: 100px; height: 30px;" type="text"/>	

Competitor Multiplier	Precision Drill+ 5 Skills Subtotal	
<input style="width: 60px; height: 30px;" type="text"/>	X <input style="width: 100px; height: 30px;" type="text"/>	= <input style="width: 120px; height: 30px;" type="text"/>

**General Impression**.....

Creativity, continuity, team confidence, floor presence, overall impression. The routine should be performed without stiffness, awkwardness or anxiety. There should be poise, ease of performance, energy, creativity in moving from one skill to another. Voice inflection, clarity, team volume, appropriate choice of words is also considered.

**Maximum Points Possible 86.16**

TOTAL

## ROUND 3 OPEN ROUND SCORESHEET

SCHOOL \_\_\_\_\_ NO. OF COMPETITORS \_\_\_\_\_ JUDGE ID# \_\_\_\_\_

The following categories are evaluated by whole numbers only according to charts on pages 39.

### SKILLS

Tumbling and gymnastic skills, stunts, flairs, jumps, transitions.

**Variety of skills**                      **1-15**                     

**Degree of difficulty**                      **1-20**                     

**Choreography**                      **0-10**                     

**OLE – 2 pts. TT – 2 pts. FT/360 – 2 pts. BT – 2 pts. DT – 2 pts.**

The following categories should be scored using deduction guidelines listed on page 20.

**Execution**                     

**Execution Category** is scored on a 1 to 20 point scale for 12 or fewer competitors. The maximum execution value increases to 20.5 for 13, 21.0 for 14, 21.5 for 15 and 22.0 points for 16 competitors.

**Execution Bonus**                     

Execution Pts	17.5-17.9	18.0-18.4	18.5-18.9	19.0-19.4	19.5-22
Bonus Points Earned	1	1.5	2	2.5	3

The following categories will be judged on a 1-10 point scale using a tenth of a point system.

### FLOOR MOBILITY

Accuracy of formation, spacing, effectiveness, transition moves, purpose of movement from formation to formation.

### COMMENTS:

\_\_\_\_\_

### VOCALS

Voice inflection, clarity, squad volume, appropriate choice of words.

\_\_\_\_\_

### TEAM COORDINATION

Precision and timing of all motions, tumbling, stunt skills, effective use of all team members.

\_\_\_\_\_

### GENERAL IMPRESSION

Creativity, continuity, team confidence, floor presence, overall impression.

\_\_\_\_\_

### TOTAL

**Maximum Points Possible**  
**110**

## ROUND 2 (FIRST CHEER) JUNIOR HIGH SCORESHEET

SCHOOL \_\_\_\_\_ NO. OF COMPETITORS \_\_\_\_\_ JUDGE ID# \_\_\_\_\_

**Requirements - Four skills shall be selected from the list below. At least one skill from each category must be performed: Flexibility, Jumping and Tumbling. The total value of the skill difficulty multiplier (DM) cannot exceed 4.80.**

DM	Flexibility Category	DM	Jumping Category	DM	Tumbling Category
0.600	Any Kick	0.600	Spread Eagle	0.600	Forward Roll
0.800	Side Split**	0.600	Tuck	0.800	Backward Roll
1.000	Heel Stretch	0.800	Double Hook	0.800	Cartwheel**
1.000	Switch Split**	1.000	Double 9	1.000	Near Arm Cartwheel**
1.200	Triple Splits**	1.000	Herkie	1.000	Round Off
1.200	Valdez*	1.000	Front Hurdler	1.000	Far Arm Cartwheel**
		1.000	Pike	1.200	Back Handspring
		1.000	Toe Touch	1.200	Back Walkover*
		1.000	Universal	1.400	Standing Back Tuck
				1.400	Arial Cartwheel

Four skills must be performed.  
 \*The back walkover and valdez skills may be used as a tumbling or flexibility skill. One skill cannot count for both categories.  
 \*\*You may not select more than one of these for your five skills in that category.

Competitors	Competitor Multiplier
4	1.000
5	1.010
6	1.020
7	1.030
8	1.040
9	1.050
10	1.060
11	1.070
12	1.080
13	1.090
14	1.100
15	1.110
16	1.120

The following categories will be judged on a 1-10 scale using a tenth of a point system.

**PRECISION DRILL**.....

**COMMENTS:**

**LIST SKILLS IN ORDER PERFORMED**

Skill 1 **DM** **SCORE**  
 X  =

Skill 2 **DM** **SCORE**  
 X  =

Skill 3 **DM** **SCORE**  
 X  =

Skill 4 **DM** **SCORE**  
 X  =

**Competitor Multiplier    Precision Drill+ 4 Skills Subtotal**

X  =

**General Impression**.....

Creativity, continuity, team confidence, floor presence, overall impression. The routine should be performed without stiffness, awkwardness or anxiety. There should be poise, ease of performance, energy, creativity in moving from one skill to another. Voice inflection, clarity, team volume, appropriate choice of words is also considered.

**TOTAL**

**Maximum Points Possible 74.96**

**ROUND 3 (SECOND CHEER) JUNIOR HIGH SCORESHEET**

SCHOOL \_\_\_\_\_ NO. OF COMPETITORS \_\_\_\_\_ JUDGE ID# \_\_\_\_\_

The following categories are evaluated by whole numbers only according to charts on pages 39.

**SKILLS**

Tumbling and gymnastic skills, stunts, flairs, jumps, transitions.

**Variety of skills**                      1-15                     

**Degree of difficulty**                      1-20                     

**Choreography**                      2-6                     

TT – 2 pts.    FT/360 – 2 pts.    BT – 2 pts.

The following categories should be scored using deduction guidelines listed on page 20.

**Execution**                     

**Execution Category** is scored on a 1 to 20 point scale for 12 or fewer competitors. The maximum execution value increases to 20.5 for 13, 21.0 for 14, 21.5 for 15 and 22.0 points for 16 competitors.

**Execution Bonus**                     

Execution Pts	17.5-17.9	18.0-18.4	18.5-18.9	19.0-19.4	19.5-22
Points Earned	1	1.5	2	2.5	3

The following categories will be judged on a 1-10 point scale using a tenth of a point system.

**FLOOR MOBILITY**

Accuracy of formation, spacing, effectiveness, transition moves, purpose of movement from formation to formation.

**COMMENTS:**

\_\_\_\_\_

**VOCALS**

Voice inflection, clarity, squad volume, appropriate choice of words.

\_\_\_\_\_

**TEAM COORDINATION**

Precision and timing of all motions, tumbling, stunt skills, effective use of all team members.

\_\_\_\_\_

**JUMP** – First performed in unison – technique, timing, level of difficulty and execution.

**Jump** \_\_\_\_\_

\_\_\_\_\_

**GENERAL IMPRESSION**

Creativity, continuity, team confidence, floor presence, overall impression.

\_\_\_\_\_

**TOTAL**

**Maximum Points Possible**  
116