

2022 Competitive Cheerleading Master Score Sheet



CLASS/ REGION		TOTAL NUMBER OF SQUADS		PAGE
				__ of __
<i>The Subtotal is Panel A Subtotal, Panel B Subtotal, and Panel C Subtotal added together.</i>				
	TEAM __	TEAM __	TEAM __	TEAM __
SCHOOL				
Panel A Subtotal				
Panel B Subtotal				
Panel C Subtotal				
SUBTOTAL				
Deductions				
TOTAL SCORE				
PLACEMENT				
	TEAM __	TEAM __	TEAM __	TEAM __
SCHOOL				
Panel A Subtotal				
Panel B Subtotal				
Panel C Subtotal				
SUBTOTAL				
Deductions				
TOTAL SCORE				
PLACEMENT				
HEAD OFFICIAL'S SIGNATURE				
		SCORE KEEPER'S SIGNATURE		

2022 Competitive Cheerleading Official's Score Sheet

Panel A – Jumps/Cheer/Dance/ORC



SCHOOL				NUMBER ON SQUAD	CLASS/REGION	PANEL
						A
JUMPS						
Areas of EXE Improvement						SCORE
<input type="checkbox"/> Landings	<input type="checkbox"/> Height	<input type="checkbox"/> Form	<input type="checkbox"/> Synchronized	DOD	6	
<input type="checkbox"/> Pointed Toes	<input type="checkbox"/> Dropped Chest	<input type="checkbox"/> Formation	<input type="checkbox"/> Arm Placement			
<input type="checkbox"/> Straight Legs	<input type="checkbox"/> Timing	<input type="checkbox"/> Missed Jumps	<input type="checkbox"/> Legs Not Horizontal	EXE	8	
						Decimal of .5 permitted
CHEER/CHANT						
Areas of EXE Improvement						
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Add Motions	<input type="checkbox"/> Formations	<input type="checkbox"/> Synchronization	DOD/EXE	5	
<input type="checkbox"/> Transitions	<input type="checkbox"/> Projection	<input type="checkbox"/> Energy	<input type="checkbox"/> Involve Total Team			
<input type="checkbox"/> Sharpness	<input type="checkbox"/> Volume	<input type="checkbox"/> Say Words	<input type="checkbox"/> Needs More Counts	Decimal of .5 permitted		
<input type="checkbox"/> Pace	<input type="checkbox"/> Timing	<input type="checkbox"/> No Incorporations	<input type="checkbox"/> Partial Incorporations			
DANCE						
Areas of EXE Improvement						
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Rhythm	<input type="checkbox"/> Motions	<input type="checkbox"/> Synchronization	DOD/EXE	7	
<input type="checkbox"/> Formations	<input type="checkbox"/> Choreography	<input type="checkbox"/> Pace	<input type="checkbox"/> Needs More Counts			
<input type="checkbox"/> Energy	<input type="checkbox"/> Transitions	<input type="checkbox"/> Level Changes	<input type="checkbox"/> Knowledge of routine	Decimal of .5 permitted		
<input type="checkbox"/> Showmanship	<input type="checkbox"/> Intricacy	<input type="checkbox"/> Involve Total Team				
OVERALL ROUTINE COMPOSITION						
Areas of EXE Improvement						
<input type="checkbox"/> Creative & Visual	<input type="checkbox"/> Clean up	<input type="checkbox"/> Use of floor	<input type="checkbox"/> Synchronization	EXE	7	
<input type="checkbox"/> Crowd appeal	<input type="checkbox"/> Flow/Pace	<input type="checkbox"/> Variations	<input type="checkbox"/> Intricate choreography			
<input type="checkbox"/> Transitions	<input type="checkbox"/> Innovative	<input type="checkbox"/> Formations	<input type="checkbox"/> Structure/layout of routine	Decimal of .5 permitted		
<input type="checkbox"/> Showmanship	<input type="checkbox"/> Energy	<input type="checkbox"/> Enthusiasm				
SUBTOTAL SCORE						
LEGIBLY SIGN YOUR FULL NAME						
OFFICIAL 1 SIGNATURE		OFFICIAL 2 SIGNATURE				

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Panel B – Standing/Running Tumbling



SCHOOL				NUMBER ON SQUAD	CLASS/REGION	PANEL
						B
STANDING TUMBLING						
Areas of EXE Improvement						SCORE
<input type="checkbox"/> Technique	<input type="checkbox"/> Landings	<input type="checkbox"/> Form/Stability	<input type="checkbox"/> Timing	DOD	6	
<input type="checkbox"/> Choreography	<input type="checkbox"/> Precision	<input type="checkbox"/> Straighten Legs	<input type="checkbox"/> Hands Down/Bust			
<input type="checkbox"/> Synchronization	<input type="checkbox"/> Formation/Spacing	<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Multiple Steps	EXE	8	
<input type="checkbox"/> Height	<input type="checkbox"/> Legs Together	<input type="checkbox"/> Falls				
RUNNING TUMBLING						
Areas of EXE Improvement						
<input type="checkbox"/> Technique	<input type="checkbox"/> Landings	<input type="checkbox"/> Form/Stability	<input type="checkbox"/> Timing	DOD	6	
<input type="checkbox"/> Choreography	<input type="checkbox"/> Precision	<input type="checkbox"/> Straighten Legs	<input type="checkbox"/> Hands Down/Bust			
<input type="checkbox"/> Synchronization	<input type="checkbox"/> Formation/Spacing	<input type="checkbox"/> Missed Tumbling	<input type="checkbox"/> Multiple Steps	EXE	8	
<input type="checkbox"/> Height	<input type="checkbox"/> Legs Together	<input type="checkbox"/> Falls	<input type="checkbox"/> Use of Floor			
SUBTOTAL SCORE						
LEGIBLY SIGN YOUR FULL NAME						
OFFICIAL 3 SIGNATURE		OFFICIAL 4 SIGNATURE				

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Panel C – Partner Stunts/Pyramids



SCHOOL				NUMBER ON SQUAD	CLASS/ REGION	PANEL
						C
PRIMARY PARTNER STUNTS						
Areas of EXE Improvement						SCORE
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Formations	DOD	8	
<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Precision	<input type="checkbox"/> Flexibility	<input type="checkbox"/> Synchronization			
<input type="checkbox"/> Cleanup Dismounts	<input type="checkbox"/> Timing	<input type="checkbox"/> Stability	<input type="checkbox"/> Falls	EXE	10	
<input type="checkbox"/> Missed Dismounts	<input type="checkbox"/> Stunt Movement					
SECONDARY STUNTS/ TOSSES/COED						
Areas of EXE Improvement						
<input type="checkbox"/> Missed Stunts	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Formations	SQUAD DOD	5	
<input type="checkbox"/> Dropped Stunts	<input type="checkbox"/> Precision	<input type="checkbox"/> Flexibility	<input type="checkbox"/> Synchronization			
<input type="checkbox"/> Cleanup Dismounts	<input type="checkbox"/> Timing	<input type="checkbox"/> Stability	<input type="checkbox"/> Falls	EXE	6	
<input type="checkbox"/> Toss Technique	<input type="checkbox"/> Toss Height	<input type="checkbox"/> Stunt Movement	<input type="checkbox"/> Coed Technique			
<input type="checkbox"/> Did not meet coed requirements				COED DOD	5	
PYRAMIDS						
Areas of EXE Improvement						
<input type="checkbox"/> Flyer Form	<input type="checkbox"/> Flow	<input type="checkbox"/> Improve Transitions	<input type="checkbox"/> Synchronized	DOD	8	
<input type="checkbox"/> Precision	<input type="checkbox"/> Missed Elements	<input type="checkbox"/> Cleanup Releases	<input type="checkbox"/> Timing			
<input type="checkbox"/> Drops	<input type="checkbox"/> Bobbles	<input type="checkbox"/> Pace	<input type="checkbox"/> Connections	EXE	10	
<input type="checkbox"/> Stability	<input type="checkbox"/> Falls	<input type="checkbox"/> Stunt Movement				
SUBTOTAL SCORE						
LEGIBLY SIGN YOUR FULL NAME						
OFFICIAL 5 SIGNATURE		OFFICIAL 6 SIGNATURE				