

**OFFICIAL**  
**SCORE ★ SHEET**  
**PERFORMANCE DIVISION**  
**MASTER SCORESHEET**  
**ADVANCED**

**BUILDING SKILLS**

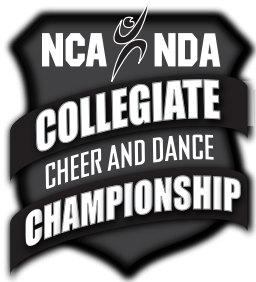
	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
STUNTS	<b>7.5</b>		<b>7.5</b>	
PYRAMIDS	<b>7.5</b>		<b>7.5</b>	
TOSSES	<b>5</b>		<b>5</b>	

**TUMBLING SKILLS**

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
STANDING TUMBLING	<b>5</b>		<b>5</b>	
RUNNING TUMBLING	<b>5</b>		<b>5</b>	
JUMPS	<b>5</b>		<b>5</b>	

**OVERALL PERFORMANCE**

	MAXIMUM VALUE	DIFFICULTY
COLLEGIATE IMAGE	<b>10</b>	
OVERALL EFFECT	<b>10</b>	
CHOREOGRAPHY	<b>10</b>	
<b>TOTAL POSSIBLE</b>	<b>100</b>	



# OFFICIAL SCORE ★ SHEET

## PERFORMANCE DIVISION MASTER SCORESHEET

### INTERMEDIATE

BUILDING SKILLS		MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
	STUNTS	5		5	
	PYRAMIDS	5		5	
	TOSSES	5		5	

TUMBLING SKILLS		MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
	STANDING TUMBLING	5		5	
	RUNNING TUMBLING	5		5	
	JUMPS	5		5	

OVERALL PERFORMANCE		MAXIMUM VALUE	DIFFICULTY
	COLLEGIATE IMAGE	10	
	OVERALL EFFECT	10	
	CHOREOGRAPHY	10	
TOTAL POSSIBLE	90		



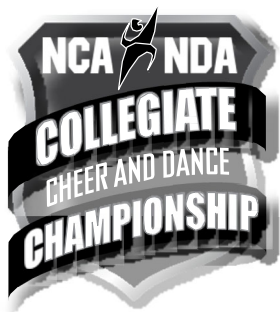
OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## SAFETY DEDUCTION

DEDUCTION CATEGORY	NUMBER OF DEDUCTIONS	DEDUCTIONS
BOUNDARY VIOLATIONS	_____ x (.25)	
	_____ x (1.0)	
TIME VIOLATIONS	<b>T</b> <input type="checkbox"/> <b>M</b> <input type="checkbox"/> <b>OVERTIME (check)</b>	TIME OF ROUTINE _____
	<input type="checkbox"/> 1-5 seconds – (.25) <input type="checkbox"/> 6+ seconds – (1.0)	TOTAL _____ MUSIC _____
NUMBER OF PARTICIPANTS _____		
SAFETY GUIDELINES VIOLATION (tumbling, stunts, language, signs, etc.) _____ x .25, .50, 1.0, 2.0, 5.0		
RULE INFRACTION	WARNING	CATEGORY PAGE #
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
		TOTAL SAFETY INFRACTION: _____
<b>SAFETY DEDUCTION</b>		



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## POINT DEDUCTION

S  
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BT  
J

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0 - :15 SECONDS

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:15 - :30 SECONDS

LEGEND		
AF	ATHLETE FALL	.25
BB	BUILDING BOBBLE	.25
BF	BUILDING FALL	.75
MBF	MAJOR BUILDING FALL	1.25
MAX	MAXIMUM	1.75

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:30 - :45 SECONDS

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:45 SECONDS - 1 MINUTE

S	STUNTS	
T	TUMBLING	
P	PYRAMIDS	
BT	BASKET TOSSES	
J	JUMPS	

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1 MINUTE - 1:15

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1:15 - 1:30

.25	x	_____	=	_____
.75	x	_____	=	_____
1.25	x	_____	=	_____
1.75	x	_____	=	_____
				<b>TOTAL</b>
				_____

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1:30 - 1:45

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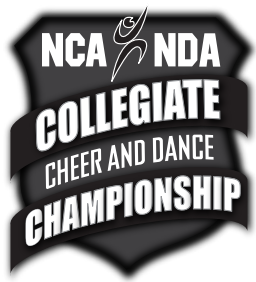
1:45 - 2:00

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2:00 - 2:15

### COMMENTS



# OFFICIAL SCORE ★ SHEET

## PARTNER STUNT & GROUP STUNT SCORESHEET

MAXIMUM  
VALUE

TEAM  
SCORE

COMMENTS			
	<b>EXECUTION OF TOP PERSON</b> Proper execution of the technique of skills performed by the top person of a stunt including flexibility, bodyline, stability, etc.	<b>15</b>	
	<b>EXECUTION OF BASE(S)</b> Proper execution of the technique of skills performed by the base(s) and/or spotter including grips, height of catches, stability, etc.	<b>15</b>	
	<b>DEGREE OF DIFFICULTY</b> The difficulty of each element/skill performed based on progression, speed of connecting skills, quantity of skills, etc.	<b>15</b>	
	<b>TRANSITIONS AND FLOW</b> Pace of transitions as well as visual effects and the creativity of transitions to maintain flow and eliminate frequent pauses/breaks throughout the sequence	<b>10</b>	
	<b>PERFORMANCE AND SHOWMANSHIP</b> Showcasing genuine energy and enthusiasm throughout the performance as well as excitement and musicality	<b>10</b>	
	<b>OVERALL IMPRESSION</b>	<b>10</b>	
	<b>TOTAL</b>		