

West Coast Open 26-27

Show Cheer / Show Time Score Sheet



Cheer & Music – 40 Points	
Cheer	Point Range
Practicality – Crowd effective material/words · Proper use/execution of skills to lead the crowd · Formations/Crowd coverage	7.0-10.0
Crowd Communication – Ability to actively lead the crowd · Volume and use of voice · Effective use of props	7.0-10.0
Music	Point Range
Routine Composition/Choreography – Visual ideas · Pace/flow · Formations/transitions/use of floor	2.5-5.0
Dance Difficulty – Creativity/visual effects/variety · Formations/Transitions	1.0-2.5
Dance Execution – Technique/perfection · Timing/Synchronization	1.0-2.5
Entire Routine - Execution	Point Range
Motion sharpness/precision · Uniformity · Spacing · Timing/Synchronization	3.5-5.0
Entire Routine - Showmanship	Point Range
Energy/genuine enthusiasm · Smiles/facial expressions · Natural/confident eye contact · Ability to recover · Appropriateness	3.5-5.0
Stunts & Pyramids – 35 Points	
Stunts	Point Range
Difficulty – required skill/dismount by most of the team, degree of difficulty, number of additional skills, number of bases, use of coed skills (coed divisions only)	6.0-9.5
Difficulty Drivers - Pace and Speed of Skills; Connection of Skills, Variety of Skills, Creativity, Percentage of Team Participation	0.0-0.5
Execution – skills completed with precision, proper technique, form, and synchronization	3.5-5.0
Pyramids	Point Range
Difficulty – basic and maxed-out pyramids at separate times, degree of difficulty	7.0-10.0
Execution – skills completed with precision, proper technique, form, and synchronization	3.5-5.0
Stunts & Pyramids	Point Range
Composition – Creativity · % of Team Participation · Connection of Skills · Variety · Pace and Speed of Skills	3.5-5.0
Tumbling & Jumps – 25 Points	
Tumbling	Point Range
Difficulty – required skill by at least 50% of team-synchronized or cumulative approach, degree of difficulty, number of additional skills, tumbling composition drivers (% of team participation, synched /or cumulative), combination of skills, variety of skills, clarity of group skill)	7.0-10.0
Execution – skills completed with precision, proper technique, form, and synchronization.	3.5-5.0
Jumps	Point Range
Difficulty – synchronized skills by most (synchronized double jump combo with variety or double jump combo with no variety plus an additional jump)	2.0-5.0
Execution – skills completed with precision, proper technique, form, and synchronization	3.5-5.0
Total Possible	100 Points

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Non- Tumbling Show Cheer / Show Time Score Sheet



Cheer & Music – 40 Points	
Cheer	Point Range
Practicality – Crowd effective material/words · Proper use/execution of skills to lead the crowd · Formations/Crowd coverage	7.0-10.0
Crowd Communication – Ability to actively lead the crowd · Volume and use of voice · Effective use of props	7.0-10.0
Music	Point Range
Routine Composition/Choreography – Visual ideas · Pace/flow · Formations/transitions/use of floor	3.5-5.0
Dance Difficulty – Creativity/visual effects/variety · Formations/Transitions	1.0-2.5
Dance Execution – Technique/perfection · Timing/Synchronization	1.0-2.5
Entire Routine - Execution	Point Range
Motion sharpness/precision · Uniformity · Spacing · Timing/Synchronization	3.5-5.0
Entire Routine - Showmanship	Point Range
Energy/genuine enthusiasm · Smiles/facial expressions · Natural/confident eye contact · Ability to recover · Appropriateness	3.5-5.0
Stunts & Pyramids – 35 Points	
Stunts	Point Range
Difficulty – required skill/dismount by most of the team, degree of difficulty, number of additional skills, number of bases, use of coed skills (coed divisions only)	6.0-9.5
Difficulty Drivers - Pace and Speed of Skills; Connection of Skills, Variety of Skills, Creativity, Percentage of Team Participation	0.0-0.5
Execution – skills completed with precision, proper technique, form, and synchronization	3.5-5.0
Pyramids	Point Range
Difficulty – basic and maxed-out pyramids at separate times, degree of difficulty	7.0-10.0
Execution – skills completed with precision, proper technique, form, and synchronization	3.5-5.0
Stunts & Pyramids	Point Range
Composition – Creativity · % of Team Participation · Connection of Skills · Variety · Pace and Speed of Skills	3.5-5.0
Jumps – 25 Points	
Jumps	Point Range
Difficulty – based on Jump section one with synchronized skills completed by most (synchronized double jump combo with variety or double jump combo with no variety plus an additional jump)	2.0-5.0
Difficulty – based on Jump section two with synchronized skills completed by most (synchronized double jump combo with variety or double jump combo with no variety plus an additional jump)	2.0-5.0
Execution – skills completed with precision, proper technique, form, and synchronization in jump section one	3.5-5.0
Execution – skills completed with precision, proper technique, form, and synchronization in jump section two	3.5-5.0
Jump Section Creativity - Creative visual ideas · Pace/flow · Formations/transitions used to highlight and showcase jumps sections	4.5-5.0
Total Possible	100 Points