

Cheer Power / Team Score Sheet Level 1

Team Name: _____

Age Division: _____

Judge: _____

Cheerleading Fundamentals	Judging Criteria	Max. Points	Score	Comments
TUMBLING	8 – 10 Round-Offs / Walkovers / Series Combination 6 – 8 Cartwheels / Round-Offs / Walkovers 4 – 6 Rolls / Back Bends / Cartwheels	10		
STUNTS	8 – 10 Extension Preps / Prep Awesomes 6 – 8 Extended Lifts / Thigh Stand (Liberty Variations) 4 – 6 Thigh Stands / Shoulder Sits / Liberties (Below Prep Level)	10		
PYRAMIDS	8 – 10 Extensions / Awesomes 6 – 8 Prep Liberty Variations 4 – 6 Thigh Stands / Extension Preps	10		
MOTIONS & DANCE	8 – 10 Advanced to Elite 6 – 8 Intermediate to Advanced 4 – 6 Basic to Intermediate	10		
JUMPS	8 – 10 Advanced to Elite / Above Level 6 – 8 Intermediate to Advanced / Level 4 – 6 Basic to Advanced / Below Level	10		
Routine Execution & Impression	Judging Criteria	Max. Points	Score	
Overall Execution / Technique	5 Advanced to Elite; Execution / Technique 3 – 4 Intermediate to Advanced; Execution / Technique 1 – 2 Basic to Intermediate; Execution / Technique	5		
Use of Floor (Formations / Spacing)	5 Advanced to Elite; Strong Use of Floor 3 – 4 Intermediate to Advanced; Good Use of Floor 1 – 2 Basic to Intermediate; Limited Use of Floor	5		
Showmanship Expression / Projection	8 – 10 Strong Energy; Strong Expression / Projection 6 – 8 Good Energy; Good Expression / Projection 4 – 6 Low Energy; Minimal Expression / Projection	10		
Flow of Routine (Timing / Transitions)	8 – 10 Strong Routine Pace; Strong Timing / Transitions 6 – 8 Moderate Pace; Good Timing / Transitions 4 – 6 Slow to Medium Pace; Basic Timing / Transitions	10		
Routine Creativity (Choreography / Music)	8 – 10 Strong Routine Creativity / Choreography 6 – 8 Good Routine Creativity / Choreography 4 – 6 Basic Routine Creativity / Choreography	10		
Overall Impression (Appeal / Creativity)	8 – 10 Strong Impression / Appeal / Creativity 6 – 8 Average to Good Impression / Appeal / Creativity 4 – 6 Low to Average Impression / Appeal / Creativity	10		
Maximum Points = 100		TOTAL		
(RE-CHECK) FINAL TOTAL				