

Cheer Power / Team Score Sheet
Level 6

Line Up #: _____

Team Name: _____

Age Division: _____

Judge # _____

Cheerleading Fundamentals	Judging Criteria	Max. Points	Score	Comments
TUMBLING	8 – 10 Advanced Jump to Flip / Twist; Round-Off BHS – BHS Series to Flip / Twist 6 – 8 Advanced Jump to Flip / Arabians / Round-Off BHS – BHS Series to Flip 4 – 6 Round-Off BHS – BHS Series / Round-Off Back Tuck Standing Back Tucks / Running Tuck Fronts	10		
STUNTS	8 – 10 Specialty Mounts / Transitions to Extended Lib. Variations Elite Collegiate Toss Stunts (Unassisted) Specialty Dismount 6 – 8 Extended Liberty Variations / Advanced Collegiate Toss Stunts (with Specialty Dismount) 4 – 6 Extended Liberty Variations / Intermediate Collegiate Stunts	10		
PYRAMIDS & TOSSES	8 – 10 Collegiate 2 ½ High Pyramids (with Specialty Dismounts) Elite Collegiate Tosses (Combination Flipping & Twisting) 6 – 8 Extended Liberty Variations (with Specialty Dismounts) Advanced Collegiate Tosses (Flipping or Twisting) 4 – 6 Extended Liberty Variations / Intermediate Tosses	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	8 – 10 Advanced to Elite; Execution / Technique 6 – 8 Intermediate to Advanced; Execution / Tech. 4 – 6 Basic to Intermediate; Execution / Technique	10		
Use of Floor (Formations / Spacing)	8 – 10 Advanced to Elite; Strong Use of Floor 6 – 8 Intermediate to Advanced; Good Use of Floor 4 – 6 Basic to Intermediate; Limited Use of Floor	10		
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 / Trans. 6 – 8 Moderate Pace; Good Timing / Transitions 4 – 6 Slow to Medium Pace; Basic Timing / Trans.	10		
Overall Impression (Appeal / Creativity)	8 – 10 Strong Impression / Appeal / Creativity 6 – 8 Average to Good Impression / Appeal / Creat. 4 – 6 Low to Average Impression / Appeal / Creativity	10		
Maximum Points = 100		TOTAL		_____
(RE-CHECK) FINAL TOTAL				_____