

Score Sheet Explanation ~ GameTime

Category Judged	TIME LIMIT	Explanation of skill judged	Judge Comments
SIDELINE - OFFENSE	30 SECONDS	VOICES Loudness (Volume) Inflection (Emphasis always builds) Cheer "chatter"	
SIDELINE - DEFENSE			
TIMEOUT	1 MINUTE	MOTIONS Sharpness (speed, hesitation)	
CHEER	1 MINUTE	Placement (wrists, arms, too far forward/back)	
SKILL INCORPORATION		Appropriate skill for crowd engagement Perfection of crowd engaging skills Seamless flow of crowd engaging skills	
EFFECTIVE USE OF PROPS		Easy to read and visible Clearly communicate intended cheer Added to rather than distract from performance Used a variety of props No props results in score of 0 in this section	
PERFECTION OF SECTIONS		Dropped stunt, sign, or prop Tumbling fall Poor jumps Forgotten motions; causes distraction Wrong formation or out of formation Stunt bobble (bent knee, waving arms, etc)	
SYNCHRONIZATION & TIMING OF ELEMENTS		Skills Voices & Motions Props Signs	
CROWD INVOLVEMENT		Easy to watch/follow Makes sense Makes me want to participate Utilizes appropriate callbacks (not story book cheers)	
OVERALL IMPRESSION		Creativity Genuine Showmanship enthusiasm	