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) Placement (wrists, arms, too far forward/back)	
CHEER	1 MINUTE		
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 Motions Voices & Signs Props	
CROWD INVOLVEMENT		Easy to watch/follow Makes sense Makes me want to participate Utilizes appropriate callbacks (not story book cheers)	
OVERALL IMPRESSION		Creativity Showmanship Genuine enthusiasm	