

DUEL IN THE DESERT

Show Cheer

Division: _____

Team: _____

Show Cheer Building		Score: ____/30
Stunts - Difficulty	____/5	
Stunts - Technique/Execution	____/10	
Pyramids - Difficulty	____5	
Pyramids - Technique/Execution	____/10	
Show Cheer Tumbling & Jumps		Score: ____/20
Tumbling - Difficulty	____/5	
Tumbling- Technique/Execution	____/5	
Jumps - Difficulty	____/5	
Jumps - Technique/Execution	____/5	
Show Cheer Cheer Section		Score: ____/25
Crowd Appeal/Showmanship	____/10	
Incorporation of Skills	____/5	
Use of Props	____/5	
Technique/Execution	____/5	
Show Cheer Music Section		Score: ____/25
Choreography	____/10	
Dance	____/5	
Technique/Execution	____/5	
Showmanship	____/5	
Total Score: ____/100		Judges Initials: _____

DUEL IN THE DESERT

Show Cheer (Non-Tumbling)

Division: _____

Team: _____

Show Cheer Building		Score: ____/30
Stunts - Difficulty	____/5	
Stunts - Technique/Execution	____/10	
Pyramids - Difficulty	____5	
Pyramids - Technique/Execution	____/10	
Show Cheer Jumps		Score: ____/10
Difficulty	____/5	
Technique/Execution	____/5	
Show Cheer Cheer Section		Score: ____/30
Crowd Appeal/Showmanship	____/10	
Incorporation of Skills	____/5	
Use of Props	____/5	
Technique/Execution	____/10	
Show Cheer Music Section		Score: ____/30
Choreography	____/10	
Dance	____/5	
Technique/Execution	____/10	
Showmanship	____/5	
Total Score: ____/100		Judges Initials: _____

SHOW CHEER SCORING GUIDE

Show Cheer Building	
Stunts - Difficulty	Variety and difficulty of entrances and exits, body positions/flexibility, pacing/speed or skills, combination of skills
Stunts - Technique/Execution	Synchronicity, proper body placement, strength and speed of execution, stability, connection of skills/flow of transitions
Pyramids - Difficulty	Variety and difficulty of entrances and exits, body positions/flexibility, pacing/speed or skills, combination of skills
Pyramids - Technique/Execution	Synchronicity, proper body placement, strength and speed of execution, stability, connection of skills/flow of transitions
Show Cheer Tumbling & Jumps	
Tumbling - Difficulty	Pace/timing, variety of skills presented, combination of skills
Tumbling- Technique/Execution	Proper body placement, strength, timing/synchronization, connection of skills
Jumps - Difficulty	Pace/timing, variety of jumps present, combination of skills
Jumps - Technique/Execution	Strong clean arms, pointed toes, upper body placement, timing and synchronization, leg height and placement
Show Cheer Cheer Section	
Crowd Appeal/Showmanship	Ability to lead crowd, natural/confident eye contact, volume & use of voice, energy & enthusiasm
Incorporation of Skills	Proper use of skills to lead crowd, effectiveness of skills, visual appeal, formations, transitions
Use of Props	Effective use of signs, flags, banners, poms, megaphones or other to lead crowd
Technique/Execution	Motion sharpness/precision, uniformity, spacing, timing/synchronization
Show Cheer Music Section	
Choreography	Innovative and intricate visual ideas, pace/flow, formations, transitions, use of floor, appropriateness
Dance	Creativity/visual effects, variety, floor work, formations, transitions, technique/perfection, timing/synchronization
Technique/Execution	Sharpness/precision, uniformity, correct spacing, timing/synchronization
Showmanship	Energy/genuine enthusiasm, natural and confident eye contact, confidence, ability to recover

DUEL IN THE DESERT

Group Stunt

Division: _____

Team: _____

Difficulty

Score: ____/30

- Degree of difficulty
- Skill transition/ Continuity
- Connection of skills
- Variety of skills
- Pace and speed of skills

Technique and Execution

Score: ____/30

- Timing and synchronization
- Cradles, dismounts, transitions
- Successful execution of routine
- Overall stunt technique
 - Stability, speed/power, proper body placement

Showmanship

Score: ____/10

- Smiles/Projection
- Energy and genuine enthusiasm
- Eye contact and connection
- Recoveries

Overall Impression

Score: ____/30

- Confidence
- Poise
- Creativity/crowd appeal
- Athletic impression

Total Score: ____/100

Judges Initials: _____

DUEL IN THE DESERT

Pom

Division: _____

Team: _____

Choreography		Score: ____/40
USE OF POM/CREATIVITY <ul style="list-style-type: none">Pom motions/movement/varietyVisual effectsMusical interpretation	____/15	
ROUTINE STAGING <ul style="list-style-type: none">Transitions/continuityFormations and use of floor	____/10	
TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none">Turns, Kicks, Leaps/jumpsUse of team	____/15	
Technique and Execution		Score: ____/40
POM TECHNIQUE <ul style="list-style-type: none">Control and placementSharpness and precision	____/10	
UNIFORMITY <ul style="list-style-type: none">SynchronizationTiming/rhythm/paceSpacing	____/15	
TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none">Turns, kicks, leaps/jumpsOverall technique	____/15	
Performance		Score: ____/20
SHOWMANSHIP <ul style="list-style-type: none">Smiles/projectionsEnergy/enthusiasmEye contact and confidenceRecoveries	____/10	
OVERALL IMPRESSION <p>Judge's impression of the entire performance encompassing all scoresheet categories. Also includes: appearance, appropriateness and crowd appeal</p>	____/10	
Total Score: ____/100		Judges Initials: _____

POM SCORING GUIDE

CHOREOGRAPHY (40)

Use of Pom/Creativity (15)

- **Pom Motions/Movement/Variety** - Variety of pom motions & dance movements incorporated effectively throughout the routine.
- **Visual Effects** - Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.
- **Musical Interpretation** - Music selection and appeal, should complement choreography, movement and skills match with beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (10)

- **Transitions/Continuity** - Smooth, clean transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.
- **Formations/Use of Floor** - Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Technical Skills/Specialties (15)

- **Turns** - Variety and incorporation of turns and turn sequences, ability to perform and execute them successfully, difficulty (determined by level) is also taken into consideration.
- **Kicks** - Variety of kicks and how they are incorporated into routine.
- **Leaps/Jumps** - Incorporation and variety of leaps and jumps, and how they are used to enhance routine, difficulty (determined by level) is also taken into consideration.
- **Use of Team** - How many team members are used to perform skills listed above, looking for good utilization of the team overall.

EXECUTION (40)

Pom Technique (10)

- **Control/Placement** - Proper control, placement & completion of pom motions, angles and body positions.
- **Sharpness/Precision** - Strong pom motions & dance movements that are crisp, clean and precise.

Uniformity (15)

- **Synchronization** - How well a team dances together. The ability to be "in sync" and maintain accuracy of movement.
- **Timing/Rhythm/Pace** - The ability to dance on beat with the music, avoiding going too fast or too slow.
- **Spacing** - Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technical Skills/Specialties (15)

- **Turns** - Ability to use proper technique in execution of turns and turn sequences (spotting, body placement, balance).
- **Kicks** - Ability to execute with proper technique, straight legs, pointed toes, even height, good extension and flexibility, timing and uniformity.
- **Leaps/Jumps** - Ability to perform leaps & jumps with proper technique, good height in air and proper body position.
- **Overall Technique** - Proper technique performed throughout routine by the team as a whole.

Performance (20)

Showmanship (10)

- **Smiles/Projection** - Nice smiles and facial projection, engaging the audience, naturalness.
- **Energy/Enthusiasm** - Energy and enthusiasm maintained throughout performance.
- **Eye Contact/Confidence** - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.
- **Recoveries** - Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

- Judge's impression of the entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, Crowd Appeal.

DUEL IN THE DESERT

Dance

Division: _____

Team: _____

Choreography		Score: ____/40
DANCE STYLE/CREATIVITY <ul style="list-style-type: none">• Dance movement/variety• Visual effects• Musical interpretation	____/15	
ROUTINE STAGING <ul style="list-style-type: none">• Transitions/continuity• Formations and use of floor	____/10	
TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none">• Turns, Kicks, Leaps/jumps• Use of team	____/15	
Technique and Execution		Score: ____/40
MOVEMENT TECHNIQUE <ul style="list-style-type: none">• Control and placement• Sharpness and precision	____/10	
UNIFORMITY <ul style="list-style-type: none">• Synchronization• Timing/rhythm/pace• Spacing	____/15	
TECHNICAL SKILLS/SPECIALTIES <ul style="list-style-type: none">• Turns, kicks, leaps/jumps• Overall technique	____/15	
Performance		Score: ____/20
SHOWMANSHIP <ul style="list-style-type: none">• Facial expressions and projection• Energy/enthusiasm/emotion• Eye contact and confidence• Recoveries	____/10	
OVERALL IMPRESSION <p>Judge's impression of the entire performance encompassing all scoresheet categories as well as appearance, appropriateness and crowd appeal</p>	____/10	
Total Score: ____/100		Judges Initials: _____

DANCE SCORING GUIDE

CHOREOGRAPHY (40)

Dance Style/Creativity (15)

- **Dance Movement/Variety** - Variety of dance movements incorporated effectively throughout the routine.
- **Visual Effects** - Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.
- **Musical Interpretation** - Music selection and appeal, should complement choreography, movement and skills match with beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (10)

- **Transitions/Continuity** - Smooth, clean transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.
- **Formations/Use of Floor** - Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Technical Skills/Specialties (15)

- **Turns** - Variety and incorporation of turns and turn sequences, ability to perform and execute them successfully, difficulty is also taken into consideration.
- **Kicks** - Variety of kicks and how they are incorporated into routine.
- **Leaps/Jumps** - Incorporation and variety of leaps and jumps, and how they are used to enhance routine, difficulty is also taken into consideration.
- **Use of Team** - How many team members are used to perform skills listed above, looking for good utilization of the team overall.

EXECUTION (40)

Movement Technique (10)

- **Control/Placement** - Proper control, placement & posturing of angles and body positions. Looking for full extension & completion of movement.
- **Strength/Precision** - Ability to perform movement with the proper level of strength continually and effectively.

Uniformity (15)

- **Synchronization** - How well a team dances together. The ability to be "in sync" and maintain accuracy of movement.
- **Timing/Rhythm/Pace** - The ability to dance on beat with the music, avoiding going too fast or too slow.
- **Spacing** - Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technical Skills/Specialties (15)

- **Turns** - Ability to use proper technique in execution of turns and turn sequences (spotting, body placement, balance).
- **Kicks** - Ability to execute with proper technique, straight legs, pointed toes, even height, good extension and flexibility, timing and uniformity.
- **Leaps/Jumps** - Ability to perform leaps & jumps with proper technique, good height in air and proper body position.
- **Overall Technique** - Proper technique performed throughout routine by the team as a whole.

Performance (20)

Showmanship (10)

- **Carriage/Projection** - Genuine use of projection, engaging the audience, naturalness.
- **Energy/Expression/Emotion** - Ability to convey and maintain the appropriate energy, mood and emotion throughout the performance.
- **Eye Contact/Confidence** - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.
- **Recoveries** - Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

- Judge's impression of the entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, Crowd Appeal.

DUEL IN THE DESERT

Division: _____

Team: _____

Game Day

Fight Song		Score: ____/20
Game Day Material	____/5	
Visuals/Formations/Transitions	____/5	
Motion/Skill Execution	____/5	
Synchronization/Spacing	____/5	
Spirit Raising		Score: ____/20
Game Day Material	____/5	
Visuals/Formations/Transitions	____/5	
Motion/Skill Execution	____/5	
Synchronization/Spacing	____/5	
Performance Routine		Score: ____/20
Game Day Material	____/5	
Visuals/Formations/Transitions	____/5	
Motion/Skill Execution	____/5	
Synchronization/Spacing	____/5	
Showmanship		Score: ____/40
Crowd Appeal	____/20	
Overall Impression	____/20	
Total Score: ____/100		Judges Initials: _____

GAME DAY SCORING GUIDE

CHOREOGRAPHY (30 points possible for all 3 routines)

GAME DAY MATERIAL (15 points possible per routine)

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement (this is not required for the performance routine).

VISUALS/FORMATIONS/TRANSITIONS (15 points possible per routine)

- Variety of movement and visual effects that complement the music.
- Visual and effective formations and transitions.

EXECUTION (30 points possible for all 3 routines)

MOTION/SKILL EXECUTION (15 points possible per routine)

- Proper control, placement and sharpness of motions.
- Proper technique and uniformity of skills

SYNCHRONIZATION/SPACING (15 points possible per routine)

- Timing of movement throughout the routine.
- Spacing of team members in relation to each other.

SHOWMANSHIP (40 points possible for all 3 routines)

CROWD APPEAL (20 points possible)

Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

OVERALL IMPRESSION (20 points possible)

Judge's impression of the entire performance encompassing all scoresheet categories. This may include elements such as: Appearance and Appropriateness.