



POWERHOUSE OFFICIAL SCORE SHEET
TEAM NAME: _____ PERF #: _____

DANCE SOLO

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -DANCE	15		
TIMING -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CHOREOGRAPHY -CREATIVITY	15		
TURN SEQUENCE -VARIETY -USE IN ROUTINE	10		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	10		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	10		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:



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CHEER SOLO

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -CHEER -DANCE	15		
TIMING -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CHOREOGRAPHY -CREATIVITY	15		
TUMBLING -VARIETY -USE IN ROUTINE	8		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	7		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	12		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	13		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:



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TEAM NAME: _____ PERF #: _____

ALL-GIRL NON-STUNT/NON-TUMBLE

SKILL	VALUE	TOTAL	COMMENTS
TECHNIQUE -STOMP -SHAKE	25		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT -ILLUSIONS	10		
CHEER	15		
DANCE CHOREOGRAPHY -CREATIVITY	20		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	10		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:



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STUNT GROUP

SKILL	VALUE	TOTAL	COMMENTS
TECHNIQUE -SKILL LEVEL	15		
TIMING/TRANSITIONS -RHYTHM -USE OF PEOPLE -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CHOREOGRAPHY -CREATIVITY -VARIETY -SEQUENCE	15		
EXTENDED STUNTS -TWO-LEGGED -SINGLE-LEGGED	10		
BASKET TOSS -VARIETY -FLEXIBILITY	10		
MOUNTING/DISMOUNT -TRICKS	10		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -SHOWMANSHIP -IMAGE/LOOK -FACIALS -RESPONSE -ENERGY LEVEL	10		
SUB TOTAL	75		
DEDUCTIONS			SEE BELOW
TOTAL	75		

DEDUCTIONS:



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ALLSTAR SNS/SCHOLASTIC STUNT/TUMBLE

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -STOMP -SHAKE -CHEER -CHANTS	20		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
DANCE CHOREOGRAPHY -CREATIVITY	20		
PARTNER STUNT (UP TO 5) -SINGLE -TWO-LEGGED -DISMOUNT	8		
PYRAMIDS-TRANSITIONS	5		
BASKET TOSS-TRICKS	5		
TUMBLING -VARIETY -USE IN ROUTINE	7		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:



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TRADITIONAL ALL-STAR

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -BASIC TRANSITION CHEER OR CHANT	15		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
DANCE CHOREOGRAPHY -CREATIVITY	15		
PARTNER STUNT (UP TO 5) -SINGLE -TWO-LEGGED	10		
PYRAMIDS	7		
BASKET TOSS	8		
SINGLE BASED STUNTS (UP TO 2)	10		
TUMBLING -VARIETY -USE IN ROUTINE	8		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	7		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	5		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW



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TIME OUT & OPEN DANCE

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	15		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	10		
DANCE CHOREOGRAPHY -CREATIVITY	15		
LIFTS/TRICKS -ILLUSIONS -MOUNTING -DISMOUNTING	10		
TUMBLING/ACRO -VARIETY - ROUTINE	5		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	5		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	80		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:



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TIME OUT CHEER

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE -STOMP -SHAKE -CHEER/CHANT	15		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	5		
CROWD RESPONSE -SIGNS -POMS -FLAGS -BANNERS	15		
STUNTS -ILLUSIONS -TRICKS	10		
TUMBLING -VARIETY -USE IN ROUTINE	8		
JUMPS -VARIETY -FLEXIBILITY	7		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	80		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET
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POM DANCE

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	15		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	8		
POM CHOREOGRAPHY -CREATIVITY -USE OF POMS -ILLUSIONS	20		
TURNS -VARIATIONS -TECHNIQUE	10		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	7		
SHOWMANSHIP -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	80		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:



POWERHOUSE OFFICIAL SCORE SHEET
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BLACKOUT CHEER

SKILL	VALUE	TOTAL	COMMENTS
CHEER TECHNIQUE -STOMP -SHAKE	20		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -SYNCHRONIZATION -SEAMLESS MOVEMENT -ILLUSIONS	25		
DANCE CHOREOGRAPHY -CREATIVITY -USE OF LIGHTING	20		
JUMPS/TRICKS -VARIETY -FLEXIBILITY	10		
SHOWMANSHIP -FACIALS -ENERGY LEVEL -CROWD APPEAL -VOICE & DICTION	15		
OVERALL IMPRESSION -SCHOOL REPRESENTATION -INTEGRITY -IMAGE/LOOK -RESPONSE	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	100		

DEDUCTIONS:



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TEAM NAME: _____ **PERF #:** _____

BLACKOUT DANCE

SKILL	VALUE	TOTAL	COMMENTS
MOTIONS/TECHNIQUE	20		
TIMING/TRANSITIONS -RHYTHM -USE OF FLOOR -ILLUSIONS -SYNCHRONIZATION -SEAMLESS MOVEMENT	15		
DANCE CHOREOGRAPHY -CREATIVITY	20		
LIFTS/TRICKS -ILLUSIONS -MOUNTING -DISMOUNTING	10		
TUMBLING/ACRO -VARIETY - ROUTINE	5		
JUMPS/LEAPS -VARIETY -FLEXIBILITY	5		
SHOWMANSHIP -VOICE & DICTION -FACIALS -CROWD APPEAL -ENERGY LEVEL	10		
OVERALL IMPRESSION -RESPONSE -INTEGRITY -IMAGE/LOOK -SCHOOL REPRESENTATION	10		
SUB TOTAL	100		
DEDUCTIONS			SEE BELOW
TOTAL	80		

DEDUCTIONS:



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DEDUCTIONS SHEET

SKILLS	LESS THAN 50%	UP TO 75%	UP TO 100%
MOTIONS/TECHNIQUE	BASIC TRADITIONAL ARMS MOTIONS; NO TO MINIMAL ORIGINALITY INTRICATE "AND COUNT" MOTIONS; SLOW PACED MOTIONS; CLAPS OFF (POPCORN SOUND); SCUFFING STOMPS AND CHOPPY SOUND; BASIC "SHAKE" AND DOWN & UPSTOMPS; NO INTRICATE RHYTHMS	SOME TRADITIONAL ARMS MOTIONS; MINIMAL ORIGINALITY INTRICATE "AND COUNT" MOTIONS, VARIATION IN PACE MOTIONS	MINIMAL TRADITIONAL ARMS MOTIONS WITH ORIGINALITY INTRICATE "AND COUNT" MOTIONS, VARIATION IN PACE MOTIONS FROM SLOW TO FAST
TIMING/TRANSITIONS	DEAD TIME MORE THAN 5 SECONDS, BASIC TRANSITION CHANT PERFORMED WITH A CLAP OR NO MOTIONS; FORMATIONS/SPACING OF CENTER AND UNEVEN	LITTLE DEAD TIME; TRANSITION CHANT PERFORMED WITH A CLAP OR LITTLE MOTIONS; FORMATIONS/SPACING OF CENTER AND TYPICALLY EVEN	NO DEAD TIME; TRANSITION CHANT PERFORMED WITH MORE THAN CLAPS OR INTRICATE MOTIONS; FORMATIONS/SPACING OF CENTER AND EVEN WITH ILLUSIONS, RIPPLES & FLARES;
JUMPS	SINGLE JUMPS ONLY; UNEVEN HEIGHTS OR LOW HEIGHT ON JUMP MINIMAL TOE TOUCHES & PIKES	AVERAGE JUMP HEIGHT; DOUBLE JUMPS INCLUDED THROUGHOUT; TOE TOUCHES & PIKES PERFORMED THROUGHOUT	MORE THAN A DOUBLE JUMP SKILL THROUGHOUT; CONSISTENT HEIGHT INCLUDING SKILLS OF HIGHER LEVELS, TOE TOUCH, PIKE, FRONT HURDLER
CHOREOGRAPHY		REFER TO MOTIONS; USE OF VIDEO CHOREOGRAPHY; EXPLICATES IN MUSIC	
STUNTS & TOSSES	STUNTS STOPPING AT PREP LEVEL OR BELOW; NO SINGLE LEGGED TRICKS PERFORMED; MINIMAL TRANSITIONS INTO AND OUT OF STUNT; SWEEP CRADLE DISMOUNT; NO TO BASIC BASKET TOSS	FULL EXTENSIONS; MINIMAL SINGLE LEG STUNT TRICKS WITH NO TO MINIMAL TRICKS; REGULAR POP CRADLE MINIMUM DISMOUNT; REBOUNDS; TRADITIONAL TOE TOUCH BASIC TRICKS	FULL EXTENSIONS; SINGLE LEG STUNT TRICKS TRICKS; REGULAR POP CRADLE AND MINIMUM 360+ DISMOUNT TRICKS; REBOUNDS; MINI-MUM BASKET TOSS TRICK TOE TOUCH



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PYRAMIDS	PYRAMIDS STOPPING AT PREP LEVEL OR BELOW; NO SINGLE LEGGED TRICKS PERFORMED; NO TO MINIMAL TRANSITIONS INTO AND OUT OF STUNT; SWEEP CRADLE DISMOUNT; LONG TRANSITIONS (STEP UP METHOD)	PYRAMIDS AT PREP LEVEL MINIMALLY OR BELOW; BASIC TO INTERMEDIATE SINGLE LEG TRICKS PERFORMED WITH TRANSITIONS INTO AND OUT OF STUNT; REGULAR POP CRADLE MINIMUM DISMOUNT; REBOUNDS; SMOOTH TRANSITIONS	PYRAMIDS AT FULL LEVEL THROUGHOUT; DIFFICULT SINGLE LEG TRICKS PERFORMED WITH TRANSITIONS INTO AND OUT OF STUNT; REGULAR POP CRADLE MINIMUM DISMOUNT; REBOUNDS; SMOOTH TRANSITIONS; FLIP BASKET TOSS TRICKS PERFORMED
TUMBLING	MAXIMUM SKILL LEVEL: FORWARD ROLL, CART-WHEEL, ROUND OFF, WALK-OVER AND ANY COMBINATION OF; NO TO MINIMUM LEVEL OF SKILL ABOVE LISTED	MAXIMUM SKILL LEVEL: ROUND OFF JUMP, ROUND OFF BACK HANDSPRING, STANDING BACK HANDSPRING OR ANY TRICKS LEVEL ABOVE OF LESS THAN 50%	MAXIMUM SKILL LEVEL: NO LIMITED AND ALL TRICKS AT BELOW LEVELS PERFORMS BY 75% OR MORE OF TEAM INCLUDING BACK TUCKS, PUNCH FRONTS,LAYOUTS AND CREATIVE RUNNING TUMBLING PASSES
SHOWMANSHIP	LOW VOICES AND MINIMAL EXCITEMENT NO TO LITTLE KNOWLEDGE OF ROUTINE; NO OVERALL THEME; NO OVERALL TEAM STYLE OR LOOK	JUDGE'S OPINION	JUDGE'S OPINION