

# LEVEL 1 SCORE SHEET

Team Name: \_\_\_\_\_

Number: \_\_\_\_\_

Division: \_\_\_\_\_

Judge #: \_\_\_\_\_

Building Skills	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	
Stunts	5				
Pyramids	5				
Tosses	0				Critique
Category Weight	40%	(Score/100 *40)			
<b>Tumbling Skills</b>	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	
Standing Tumbling	5				
Running Tumbling	5				
Jumps	5				Critique
Category Weight	30%	(Score/100 *30)			
<b>Overall Routine</b>	Maximum Value	Score	Execution 0 - 1.0	Score	
Motions / Dance	5				
Formations/Transitions	5				Critique
Performance	5				Critique
Category Weight	20%	(Score/100 *20)			
<b>Overall Creativity</b>	Maximum Value	Score		Score	
Skills Creativity	5				
Routine Creativity	5				Critique
Category Weight	10%	(Score/100 *10)			
<b>Total Possible</b>	<b>50</b>	<b>Total</b>	<b>Score</b>		
<b>Final Score</b>					

# LEVEL 2 SCORE SHEET

Team Name: \_\_\_\_\_

Number: \_\_\_\_\_

Division: \_\_\_\_\_

Judge #: \_\_\_\_\_

Building Skills	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Stunts	6				
Pyramids	6				
Tosses	6				
Category Weight	40%	(Score/1	8 *40)		
<b>Tumbling Skills</b>	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Standing Tumbling	6				
Running Tumbling	6				
Jumps	6				
Category Weight	30%	(Score/1	8 *30)		
<b>Overall Routine</b>	Maximum Value	Score	Execution 0 - 1.0	Score	Critique
Motions / Dance	6				
Formations/Transitions	6				
Performance	6				
Category Weight	20%	(Score/1	8 *20)		
<b>Overall Creativity</b>	Maximum Value	Score		Score	Critique
Skills Creativity	5				
Routine Creativity	5				
Category Weight	10%	(Score/10	30 0 *10)		
<b>Total Possible</b>	<b>64</b>	<b>Total Score</b>			
<b>Final Score</b>					

# LEVEL 3 SCORE SHEET

Team Name: \_\_\_\_\_

Number: \_\_\_\_\_

Division: \_\_\_\_\_

Judge #: \_\_\_\_\_

Building Skills	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Stunts	7				
Pyramids	7				
Tosses	7				
Category Weight	40%	(Score/21)	*40)		
<b>Tumbling Skills</b>		Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Standing Tumbling	7				
Running Tumbling	7				
Jumps	7				
Category Weight	30%	(Score/21)	*30)		
<b>Overall Routine</b>	Maximum Value	Score	Execution 0 - 1.0	Score	Critique
Motions / Dance	7				
Formations/Transitions	7				
Performance	7				
Category Weight	20%	(Score/21)	*20)		
<b>Overall Creativity</b>	Maximum Value	Score		Score	Critique
Skills Creativity	5				
Routine Creativity	5				
Category Weight	10%		30 0 (Score/10 *10)		
<b>Total Possible</b>	<b>73</b>		<b>Total Score</b>		
<b>Final Score</b>					

# LEVEL 4 SCORE SHEET

Team Name: \_\_\_\_\_

Number: \_\_\_\_\_

Division: \_\_\_\_\_

Judge #: \_\_\_\_\_

Building Skills	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Stunts	8				
Pyramids	8				
Tosses	8				
Category Weight	40%	(Score/	*40)		
<b>Tumbling Skills</b>	Maximum	Difficulty	Execution / Technique	Score	
<b>Standing Tumbling</b>	Value		0 - 1.0		
8					
Running Tumbling	8				
Jumps	8				
Category Weight	30%	(Score/	*30)		
<b>Overall Routine</b>	Maximum	Score	Execution	Score	
Motions / Dance	Value		0 - 1.0		
8					
Formations/Transitions	8				
Performance	8				
Category Weight	20%	(Score/	*20)		
<b>Overall Creativity</b>	Maximum	Score		Score	
Skills Creativity	Value				
5					
5					
Routine Creativity	100	(Score/1	30 0		
Category Weight	10%	0 *10)			
<b>Total Possible</b>	<b>82</b>	<b>Total</b>	<b>Score</b>		
<b>Final Score</b>					

# LEVEL 4.2 SCORE SHEET

Team Name: \_\_\_\_\_

Number: \_\_\_\_\_

Division: \_\_\_\_\_

Judge #: \_\_\_\_\_

Building Skills	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Stunts	8				
Pyramids	8				
Tosses	8				
Category Weight	40%	(Score/	*40)		
<b>Tumbling Skills</b>	Maximum	Difficulty	Execution / Technique	Score	
<b>Standing Tumbling</b>	Value		0 - 1.0		
6					
Running Tumbling	6				
Jumps	8				
Category Weight	30%	(Score/	*30)		
<b>Overall Routine</b>	Maximum	Score	Execution 0 - 1.0	Score	
Motions / Dance	Value				
8					
Formations/Transitions	8				
Performance	8				
Category Weight	20%	(Score/	*20)		
<b>Overall Creativity</b>	Maximum	Score		Score	
Skills Creativity	Value				
5					
5					
Routine Creativity	100	(Score/1	30 0		
Category Weight	10%	0 *10)	0 *10)		
<b>Total Possible</b>	<b>78</b>	<b>Total</b>	<b>Score</b>		
<b>Final Score</b>					

# LEVEL 5 SCORE SHEET

Team Name: \_\_\_\_\_

Number: \_\_\_\_\_

Division: \_\_\_\_\_

Judge #: \_\_\_\_\_

Building Skills	Maximum Value	Difficulty	Execution / Technique 0 - 1.0	Score	Critique
Stunts	10				
Pyramids	10				
Tosses	10				
Category Weight	40%	(Score/30	*40)		
<b>Tumbling Skills</b>		Difficulty	Execution / Technique 0 - 1.0	Score	Critique
<b>Standing Tumbling</b>	Maximum Value <b>10</b>				
Running Tumbling	10				
Jumps	10				
Category Weight	30%	(Score/30	*30)		
<b>Overall Routine</b>	Maximum Value	Score	Execution 0 - 1.0	Score	Critique
Motions / Dance	10				
Formations/Transitions	10				
Performance	10				
Category Weight	20%	(Score/30	*20)		
<b>Overall Creativity</b>	Maximum Value	Score		Score	Critique
Skills Creativity	5				
Routine Creativity	5				
Category Weight	100 10%	(Score/10	30 0 *10)		
<b>Total Possible</b>	<b>100</b>	<b>Total Score</b>			
<b>Final Score</b>					