



Australian All Star Cheerleading Federation

UNIVERSITY CHEER SCORE SHEET AG 1/2



Section: _____ Item: _____ Level: 1/2 Judge #: _____ Date: _____

Needs work Good Outstanding
1.....2.....3.....4.....5
Fair Excellent

Needs work Good Outstanding
1.....2.....3.....4.....5.....6.....7.....8.....9.....10
Fair Excellent

Needs work Good Outstanding
1.....2.....3.....4.....5.....6.....7.....8.....9.....10.....11.....12.....13.....14.....15.....16.....17.....18.....19.....20.....21.....22.....23.....24.....25
Fair Excellent

Please NOTE - Majority is 50% plus 1

CHEER CROWD LEADING **5 POINTS** _____

Crowd leading ability/ability to lead the crowd for teams Uni, voice, pace, use of motions.

CHEER INCORPORTATIONS **5 POINTS** _____

Crowd leading ability with proper use of signs, poms, or megaphones.
Practical use of Stunts/pyramids to lead the crowd, execution.

OVERALL CHEER IMPRESSION **5 POINTS** _____

STUNTS **25 POINTS** _____

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups),
Synchronization, Variety.

PYRAMIDS **25 POINTS** _____

Proper Technique, Form, Difficulty, Transitions Moving into or Dismounting out of Skills,
Execution, Timing, Creativity.

BASKET TOSSES **5 POINTS** _____

Execution of skills, Height, Synchronization & Variety (When Applicable), Difficulty.

GROUP TUMBLING **10 POINTS** _____

Group tumbling, Execution of skills, Difficulty, Proper Technique, and Synchronization.

DANCE **10 POINTS** _____

Technique, Sharpness, Placement, Flow, Pace, Timing of skills and placement.

OVERALL PRESENTATION **5 POINTS** _____

Choreography, Visual Appeal, Image, Showmanship.

TOTAL (/95)

COMMENTS



Australian All Star Cheerleading Federation

UNIVERSITY CHEER SCORE SHEET AG



Section: _____ Item: _____ Level: 3/4 5/6 Judge #: _____ Date: _____

Needs work	Good	Outstanding
1.....2.....3.....4.....5		
Fair	Excellent	

Needs work	Good	Outstanding
1.....2.....3.....4.....5.....6.....7.....8.....9.....10		
Fair	Excellent	

Needs work	Good	Outstanding
1.....2.....3.....4.....5.....6.....7.....8.....9.....10.....11.....12.....13.....14.....15.....16.....17.....18.....19.....20.....21.....22.....23.....24.....25		
Fair	Excellent	

Please NOTE - Majority is 50% plus 1

CHEER CROWD LEADING **10 POINTS** _____

Crowd leading ability/ability to lead the crowd for teams Uni, voice, pace, use of motions.

CHEER INCORPORTATIONS **10 POINTS** _____

Crowd leading ability with proper use of signs, poms, or megaphones.
Practical use of Stunts/pyramids to lead the crowd, execution.

OVERALL CHEER IMPRESSION **5 POINTS** _____

STUNTS **25 POINTS** _____

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups),
Synchronization, Variety.

PYRAMIDS **25 POINTS** _____

Proper Technique, Form, Difficulty, Transitions Moving into or Dismounting out of Skills,
Execution, Timing, Creativity.

BASKET TOSSES **10 POINTS** _____

Execution of skills, Height, Synchronization & Variety (When Applicable), Difficulty.

GROUP TUMBLING **10 POINTS** _____

Group tumbling, Execution of skills, Difficulty, Proper Technique, and Synchronization.

DANCE **10 POINTS** _____

Technique, Sharpness, Placement, Flow, Pace, Timing of skills and placement.

OVERALL PRESENTATION **5 POINTS** _____

Choreography, Visual Appeal, Image, Showmanship.

TOTAL (/110)

COMMENTS



Australian All Star Cheerleading Federation



UNIVERSITY CHEER SCORE SHEET Coed 1/2

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OVERALL CHEER IMPRESSION **5 POINTS** _____

STUNTS **25 POINTS** _____

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups),
Synchronization, Variety.

USE OF COED SKILLS **10 POINTS** _____

Main base demonstrates ability to support skill.

PYRAMIDS **25 POINTS** _____

Proper Technique, Form, Difficulty, Transitions Moving into or Dismounting out of Skills,
Execution, Timing, Creativity.

BASKET TOSSES **5 POINTS** _____

Execution of skills, Height, Synchronization & Variety (When Applicable), Difficulty.

GROUP TUMBLING **10 POINTS** _____

Group tumbling, Execution of skills, Difficulty, Proper Technique, and Synchronization.

OVERALL PRESENTATION **5 POINTS** _____

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