

SCHOOL: \_\_\_\_\_

DIVISION: \_\_\_\_\_

JUDGE # \_\_\_\_\_



# OAC 2024- BUILDING

Score sheets derived from OHSCCA Best in the State

CHEER SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
Execution- Proper Technique and Synchronization of Motions	10		
Proper Use of Poms, Megaphones, Signs and/or Flags	5		
Flow, Spacing, Use of Floor	5		
Creativity/Difficulty with Skill Practicality	5		
Cheer Overall Impression Voice/Crowd Effectiveness	5		

OVERALL CHOREOGRAPHY 10 POINTS	MAX POINTS	SCORE	COMMENTS
Motion Execution, Placement and Synchronization	5		
Composition, Creativity, and Skill Utilization	5		
<b>TOTAL POINTS</b>	<b>40</b>		



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TUMBLING SECTION 20 POINTS	MAX POINTS	SCORE	COMMENTS
<b>STANDING TUMBLING</b>			
Difficulty of Skills	<b>5</b>		
Perfection of Skills/Proper Technique and Synchronization	<b>5</b>		
<b>RUNNING TUMBLING</b>			
Difficulty of Skills	<b>5</b>		
Perfection of Skills/Proper Technique and Synchronization	<b>5</b>		
JUMP SECTION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Proper Technique, Form, Height, and Synchronization	<b>5</b>		
Jump Connections, Combinations and Variety	<b>5</b>		
<b>TOTAL POINTS</b>	<b>30</b>		



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# OAC 2024- BUILDING

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BUILDING SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
<b>PYRAMIDS AND/OR BASKETS</b>			
Difficulty of Skills	5		
Perfection of Skills/Proper Technique	5		
<b>PARTNER STUNTS</b>			
Difficulty of Skills	5		
Perfection of Skills/Proper Technique	5		
Routine Composition, Creativity, and Skill Utilization	10		
<b>TOTAL POINTS</b>	<b>30</b>		



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# OAC 2024- NON-BUILDING

Score sheets derived from OHSCCA Best in the State

CHEER SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
Motion Execution, Sharpness (snap), Cleanliness, Synchronization	5		
Motion Placement- Proper motion placement, levels, wrists, etc.	5		
Difficulty with overall Skill Practicality and Variety. i.e. Tumbling & Jumps	5		
Proper Use of Poms, Megaphones, Signs and/or Flags	5		
Voice, Crowd Effectiveness, Volume, Natural Flow	2.5		
Flow, Spacing, Use of Floor	2.5		
Cheer Overall Impression, WOW factor, Creativity	5		

<b>TOTAL POINTS</b>	<b>30</b>		
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<b>JUMP SECTION 15 POINTS</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
RUBRIC Jump quantity with Connections, Combinations and Variety.	<b>5</b>		
Proper Technique, Form, Height	<b>5</b>		
Synchronization/Timing	<b>5</b>		
<b>DANCE SECTION 15 POINTS</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
Composition, Creativity, and Skill Utilization, Choreography	<b>5</b>		
Execution and Sharpness of Motions/Pop/Wow	<b>5</b>		
Motion Placement Synchronization/Technique	<b>5</b>		
<b>TOTAL POINTS</b>	<b>30</b>		



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# OAC 2024- NON-BUILDING

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<b>TUMBLING SECTION 25 POINTS</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>STANDING TUMBLING</b>			
Difficulty of Skills	<b>5</b>		
Perfection of Skills/ Proper Technique	<b>5</b>		
Synchronization/Timing	<b>2.5</b>		
<b>RUNNING TUMBLING</b>			
Difficulty of Skills	<b>5</b>		
Perfection of Skills/ Proper Technique	<b>5</b>		
Synchronization/Timing	<b>2.5</b>		
<b>TOTAL POINTS</b>			
<b>TOTAL POINTS</b>	<b>25</b>		



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# OAC 2024- NON-BUILDING

*Score sheets derived from OHSCCA Best in the State*

OVERALL ROUTINE 15 POINTS	MAX POINTS	SCORE	COMMENTS
Overall Routine Execution- Motions/Jump Skills/ Tumbling Skills	5		
WOW Factor, Energy, Voices, Choreography	5		
Routine Composition, Cleanliness of Formations and Transitions	2.5		
Collegiate, Clean overall Impression	2.5		

TOTAL POINTS	15		



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# OAC 2024- NON-TUMBLE/NON-BUILDING

Score sheets derived from OHSCCA Best in the State

CHEER SECTION 40 POINTS	MAX POINTS	SCORE	COMMENTS
Execution- Proper Technique and Synchronization of Motions	10		
Proper Use of Poms, Megaphones, Signs and/or Flags	10		
Flow, Spacing, Use of Floor	5		
Creativity/Difficulty with Skill Practicality	5		
Cheer Overall Impression/ Voice/Crowd Effectiveness	10		
<b>TOTAL POINTS</b>	<b>40</b>		





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# OAC 2024- NON-TUMBLE/NON-BUILDING

Score sheets derived from OHSCCA Best in the State

DANCE SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
Execution and Motion Placement	10		
Composition, Creativity, and Skill Utilization	10		
Synchronization and Timing	10		

JUMP SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
Proper Technique, Form, Height	10		
Jump Connections, Combinations and Variety	10		
Synchronization/Timing	10		

<b>TOTAL POINTS</b>	<b>60</b>		
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# OAC 2024- GAME DAY/ CROWD LEADING

*Score sheets derived from OHSCCA Best in the State*

SIDELINE 20 POINTS	MAX POINTS	SCORE	COMMENTS
SIDELINE MATERIAL: Proper response to game day situation	<b>5</b>		
INCORP (NOT DIFFICULTY): Properly placed in the routine/ proper execution of skills	<b>5</b>		
CROWD EFFECTIVENESS: Props, Voice, Fan Coverage, Energy	<b>5</b>		
MOTION TECHNIQUE: Sharpness, Placement, Motions with use of Props	<b>5</b>		
CROWD LEADING 20 POINTS	MAX POINTS	SCORE	COMMENTS
CHEER MATERIAL: Proper Game Day Material, Proper use of Signs, Flags, Poms, Megaphones	<b>5</b>		
INCORP (NOT DIFFICULTY): Properly placed in the routine/ proper execution of skills	<b>5</b>		
CROWD EFFECTIVENESS: Visual, Voice, Fan Coverage, Energy	<b>5</b>		
MOTION TECHNIQUE: Sharpness, Placement, Motions with use of Poms	<b>5</b>		
OVERALL IMPRESSION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Connection with the Crowd, Positive and Genuine Energy. "WOW factor", Creative, Synch	<b>10</b>		
TOTAL POINTS			
<b>50</b>			



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# OAC 2024- GAME DAY/ FIGHT SONG & BAND CHANT

*Score sheets derived from OHSCCA Best in the State*

<b>BAND CHANT 20 POINTS</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>BAND CHANT MATERIAL:</b> Proper for Game Day Performance/Clean	<b>5</b>		
<b>SHARPNESS:</b> Proper use of signs, poms, megaphones, flags	<b>5</b>		
<b>CROWD EFFECTIVENESS:</b> Visual Levels, Ripples, Fan Coverage	<b>5</b>		
<b>MOTION TECHNIQUE:</b> Sharpness, Placement, Motions with use of Props	<b>5</b>		
<b>FIGHT SONG 20 POINTS</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>COMMENTS</b>
<b>FIGHT SONG MATERIAL:</b> Proper for Game Day, Proper use of Signs, Poms, Megaphones	<b>5</b>		
<b>INCorp (NOT DIFFICULTY):</b> Properly placed in the routine/ proper execution of skill	<b>5</b>		
<b>CROWD EFFECTIVENESS:</b> Visual Levels, Ripples, Fan Coverage	<b>5</b>		
<b>MOTION TECHNIQUE:</b> Sharpness, Placement, Motions with use of Poms	<b>5</b>		
<b>OVERALL IMPRESSION 10 POINTS</b>	<b>MAX POINTS</b>		
Connection with the Crowd, Positive and Genuine Energy. "WOW factor", creativity, synch	<b>10</b>		
<b>TOTAL POINTS</b>	<b>50</b>		

