

OSAA Cheerleading Score Sheet



GAME DAY Fight Song & Band Dance

Team:

Division:

Judge #

BAND DANCE (20)	POINTS	SCORE	COMMENTS
Game Day Visual Appeal: Level changes, ripples, creative movements within group and levels.	5		
Material Relevant to Game Day Environment: Multiple call backs included, Multiple opportunities for the crowd to participate, Variety of engagements with the crowd	5		
Motion Technique and Crowd Leading Tools: Technique, sharpness and placement Cleanliness of tools, including signs, poms, megaphones and flags. In sync with pep band.	5		
Execution: Pace, synchronization, and spacing	5		
FIGHT SONG (20)	POINTS	SCORE	COMMENTS
Game Day Visual Appeal: Level changes, ripples, creative movements within group and levels.	5		
Effectiveness of Incorporation: Skills relevant to Game Day environment Clean/crowd effective stunts, tumbling and/or jumps	5		
Motion Technique and Crowd Leading Tools: Technique, sharpness and placement Cleanliness of tools, including signs, poms, megaphones and flags. In sync with pep band.	5		
Execution of Skills: Technique, stability, synchronization and spacing of stunts, tumbling and/or jumps	5		
SHOWMANSHIP	POINTS	SCORE	COMMENTS
Voice, energy, showmanship, facial expression, eye contact and overall connection to the crowd	5		
POSSIBLE	45		

OSAA Cheerleading Score Sheet



GAME DAY Situational & Crowdleading

Team:

Division:

Judge #

SITUATIONAL SIDELINE (20)	POINTS	SCORE	COMMENTS
Game Day Situation: Proper use of material and skills relevant to game day environment	5		
Crowd Effectiveness: Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5		
Motion Technique and Crowd Leading Tools: Technique, sharpness and placement Cleanliness of tools, including signs, poms, megaphones and flags.	5		
Execution of Skills: Clean stunts, tumbling and/or jumps Technique, stability, synchronization and spacing	5		
CROWD LEADING CHEER (20)	POINTS	SCORE	COMMENTS
Game Day Material: Proper use of material and skills relevant to game day environment	5		
Crowd Effectiveness: Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	5		
Motion Technique and Crowd Leading Tools: Technique, sharpness and placement Cleanliness of tools, including signs, poms, megaphones and flags.	5		
Execution of Skills: Clean stunts, tumbling and/or jumps Technique, stability, synchronization and spacing	5		
	POINTS	SCORE	COMMENTS
Voice, energy, showmanship, facial expression, eye contact and overall connection to the crowd	5		
POSSIBLE	45		

OSAA Cheerleading Score Sheet



GAME DAY Composite

Team:

Division:

Judge #

CHOREOGRAPHY	POINTS	SCORE	COMMENTS
Formations and Spacing: Crowd coverage, evenly spaced, clean transitions between game day components (Minimal and Clean)	5		
Pace of Routine: Clean, controlled, easy to follow, high energy, appropriate for each section	5		
Incorporation of skills: Skills incorporated to enhance the team's ability to properly lead the crowd.	5		
Effective Use of Tools: Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	5		
Execution (15)	POINTS	SCORE	COMMENTS
Motion Technique: Sharpness, strength of motion. Proper control and placement of motion.	5		
Synchronization: Timing of movement throughout routine	5		
Execution of Skills: Clean stunts, tumbling and/or jumps Technique, stability, synchronization and spacing	5		
SHOWMANSHIP (10)	POINTS	SCORE	COMMENTS
Showmanship: Voice, energy, showmanship, facial expression, eye contact and overall connection to the crowd	5		
Overall Impression: Judge's impression of entire performance, encompassing all scoresheet categories. This includes audience appropriateness.	5		
POSSIBLE	45		