

SCHOOL: _____

DIVISION: _____ JUDGE # _____



OAC 2027- MS/HS NON-TUMBLE/NON-BUILDING

Score sheets derived from OHSCCA Best in the State

CROWD LEADING 30 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Motion Execution</i> Sharpness, Cleanliness, Synchronization	5		
<i>Motion Placement</i> Proper Technique and Placement, Levels, Wrists, etc.	5		
<i>Difficulty of Composition</i> Practicality & Variety i.e. Jumps	5		
<i>Proper Use of Poms</i> Strength of effectiveness with Poms, Megaphones, Signs, and Flags	5		
<i>Crowd Effectiveness</i> Voices, Volume, Pace & Flow	5		
<i>Use of Floor</i> Flow, Spacing, Transitions	5		
TOTAL POINTS	30		



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OAC 2027- MS/HS NON-TUMBLE/NON-BUILDING

Score sheets derived from Best In The State Spirit Association (BITSSA)

DANCE SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Dance Difficulty</i> Visuals, Pace, Formations, Floor work, etc.	10		
<i>Dance Execution</i> Motion Placement, Technique, Synchronization, etc.	10		
<i>Overall Impression</i> Connection with the Crowd, Positive and Genuine Energy, Creativity, Synchronization, "Wow Factor"	10		

TOTAL POINTS	30		



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OAC 2027- MS/HS NON-TUMBLE/NON-BUILDING

Score sheets derived from Best In The State Spirit Association (BITSSA)

JUMP SECTION 30 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Perfect of Skills</i> Proper Technique, Form, & Height	10		
<i>Jump Difficulty</i> Score Drivers Based on Variety & Connection	10		
<i>Synchronization/Timing</i>	10		
OVERALL ROUTINE 10 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Routine Effectiveness</i> Flow, Voices, Pace, Formations, Transitions, etc.	5		
<i>"Wow Factor"</i> Connection with Crowd, Positive & Genuine Energy	5		
TOTAL POINTS	40		



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CROWD LEADING 30 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Motion Execution</i> Sharpness, Cleanliness, Synchronization	5		
<i>Motion Placement</i> Proper Technique and Placement Levels, Wrists, etc.	5		
<i>Difficulty of Composition</i> Practicality & Variety i.e. Skills (kicks, jumps, tumbling)	5		
<i>Proper Use of Props</i> Strength and effectiveness with Poms, Megaphones, Signs, Flags	5		
<i>Crowd Effectiveness</i> Voices, Volume, Pace, Flow	2.5		
<i>Use of Floor</i> Flow, Spacing, Transitions	2.5		
<i>“Wow Factor”</i> Connection with the Crowd Positive and Genuine Energy	5		
TOTAL POINTS	30		



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JUMP SECTION 15 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Jump Execution</i> Proper Technique, Form, Height	5		
<i>Jump Difficulty</i> Score drivers based on variety and connection	5		
<i>Synchronization/Timing</i>	5		

DANCE SECTION 15 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Dance Difficulty</i> Visuals, Pace, Formations, Floorwork, etc.	5		
<i>Dance Execution</i> Motion placement, Technique, Synchronization, etc.	5		
<i>"Wow Factor"</i> Connection with the Crowd, Positive and Genuine Energy	5		

TOTAL POINTS	30		



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TUMBLING SECTION 27.5 POINTS	MAX POINTS	SCORE	COMMENTS
STANDING TUMBLING			
<i>Difficulty of Skills</i>	5		
<i>Perfection of Skills</i> Proper Technique, Synchronization	5		
<i>Synchronization/Timing</i>	2.5		
RUNNING TUMBLING			
<i>Difficulty of Skills</i>	5		
<i>Perfection of Skills</i> Proper Technique, Synchronization	5		
<i>Synchronization/Timing of Group/Partner Tumbling</i>	2.5		
OVERALL			
<i>"Wow Factor"</i> Variety, Use of Athlete Participation Effectively, Pace	2.5		
TOTAL POINTS	27.5		



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OVERALL ROUTINE 12.5 POINTS	MAX POINTS	SCORE	COMMENTS
<i>Routine Execution</i> Cleanliness, Visual Appeal, and Intricate Skills	5		
<i>Routine Composition</i> Variety of Formations, Transitions, Creativity, Flow of Routine	5		
<i>Overall Impression</i> Connection with the Crowd, Positive and Genuine Energy, Creativity, Synchronization, “Wow Factor”	2.5		
TOTAL POINTS	12.5		

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CROWD LEADING 10 POINTS	MAX POINTS	SCORE	COMMENTS
Motion Execution Sharpness, Cleanliness, Synchronization	2.5		
Motion Placement Proper Technique and Placement Levels, Wrists, etc.	2.5		
Proper Use of Props Strength of effectiveness with Poms, Megaphones, Signs, Flags	5		
ROUTINE COMPOSITION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Skills Incorporation Smart, Practicality of Skills Within Routine (jumps, tumbling, stunts)	5		
Routine Creativity Skills performed that enhance the overall appeal; Routine Flow	5		
OVERALL IMPRESSION 10 POINTS	MAX POINTS	SCORE	COMMENTS
Overall Crowd Effectiveness Flow, Voices, Pace	5		
WOW Factor Connection with the Crowd, Positive and Genuine Energy	5		
TOTAL POINTS	30		



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Score sheets derived from Best In The State Spirit Association (BITSSA)

TUMBLING SECTION 15 POINTS	MAX POINTS	SCORE	COMMENTS
TUMBLING	RUBRIC SCORES BASED ON 25% OF ATHLETES PERFORMING SKILLS in Standing Tumbling and/or Running Tumbling		
<i>Difficulty of Skills</i> Standing and/or Running Tumbling	5		
<i>Standing and/or Running Execution</i> Proper Technique, Synchronization	5		
<i>Overall Use of Tumbling Skills</i>	5		
JUMP SECTION 10 POINTS	MAX POINTS	SCORE	COMMENTS
MUST PERFORM TWO JUMPS			
<i>Jump Difficulty</i> Score Drivers Based on Variety and Connection	5		
<i>Jump Execution</i> Proper Technique, Form, Height, and Synchronization	5		
TOTAL POINTS	25		



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BUILDING SECTION 45 POINTS	MAX POINTS	SCORE	COMMENTS
PYRAMIDS			
<i>Pyramid Difficulty</i>	10		
<i>Pyramid Execution</i>	10		
STUNTS			
<i>Stunt Difficulty</i>	10		
<i>Stunt Execution</i>	10		
OVERALL			
<i>"Wow Factor"</i> Synchronization, Control of Skills, Uniformity, Proper Technique	5		
TOTAL POINTS	45		



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OAC 2027 - MS/HS GAME DAY

Score sheets derived from Best In The State Spirit Association (BITSSA)

BAND CHANT 22.5 POINTS	MAX POINTS	SCORE	COMMENTS
Game Day Material Appropriate Material with Authentic Motions & Skills Used During a Game Situation	2.5		
Motion Execution Sharpness (snap), Cleanliness, Synchronization	5		
Motion Placement Proper Motion Placement, Levels, Wrists, etc.	5		
Crowd Effectiveness Visuals, Voice, Pace, Proper use of Props (Signs, Flags, Megaphones, Rally Towels)	5		
Overall Impression Connection with the Crowd, Positive, Genuine Spirit Energy, Creativity	5		
TOTAL POINTS	22.5		

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OAC 2027 - MS/HS GAME DAY

Score sheets derived from Best In The State Spirit Association (BITSSA)

FIGHT SONG 27.5 POINTS	MAX POINTS	SCORE	COMMENTS
Game Day Material Appropriate Material with Authentic Motions & Skills Performed	2.5		
Motion Execution Sharpness (snap), Cleanliness, Synchronization	5		
Motion Placement Proper Motion Placement, Levels, Wrists, etc.	5		
Crowd Effectiveness Visuals, Voice, Pace, Proper use of Props (Signs, Flags, Megaphones, Rally Towels)	5		
Skill Incorporation of Skill Placement, Visual Fundamentals of the Skills Performed	5		
Overall Impression Connection with the Crowd, Positive, Genuine Spirit Energy, Creativity			

TOTAL POINTS	27.5		

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OAC 2027 - MS/HS GAME DAY

Score sheets derived from Best In The State Spirit Association (BITSSA)

CROWD LEADING 50 POINTS	MAX POINTS	SCORE	COMMENTS
Game Day Material Appropriate Situational Material for Game Day Environment	5		
Motion Execution Sharpness (snap), Cleanliness, Synchronization	10		
Motion Placement Proper Motion Placement, Levels, Wrists, etc.	10		
Crowd Effectiveness Visuals, Voice, Pace, Proper use of Props (Signs, Flags, Megaphones, Rally Towels)	10		
Skill Incorporation Properly Placed in the Routine, Proper Execution of Skill	5		
Overall Impression Connection with the Crowd, Positive, Genuine Spirit Energy, Creativity	10		
TOTAL POINTS	50		