



# AMERICAN YOUTH CHEER TALLY SHEET



Team Name & Division/Level:

\_\_\_\_\_

Tally Initials:

\_\_\_\_\_

Judge #1 (Building): \_\_\_\_\_

Judge #2 (Tumbling/Jumps/Tosses): \_\_\_\_\_

Judge #3 (Overall): \_\_\_\_\_

Total Judges Score: \_\_\_\_\_

Total Deductions: \_\_\_\_\_

Final Score: \_\_\_\_\_

The total possible score a team can receive is 100 points. Scores from each panel judge will be added together resulting in the **Total Judges Score**. The **Total Deductions** will be subtracted from the **Total Judges Score** to get the **Final Score**. The **Final Score** is used to determine awards/ranking.



# AMERICAN YOUTH CHEER ROUTINE REVIEW FORM



Team Name & Division/Level:  
\_\_\_\_\_

Number of Athletes:  
\_\_\_\_\_

List all skills in order they are performed. For Tumbling/Jumps: show the number of athletes performing skills.  
Tosses/Stunts/Dismounts: show the number of stunt groups performing the skills.

Jumps	Stunts	Pyramid
Dismounts	Tumbling	Tosses

Safety Issues

**Routine Reviewer's Initials:** \_\_\_\_\_ | **Head Coach's Initials:** \_\_\_\_\_

ROUTINE REVIEWED WILL BE DETERMINED TO BE LEGAL AS PERFORMED AT ROUTINE REVIEW.  
PERFORMANCE ERRORS ON SKILLS PREVIOUSLY APPROVED MAY RESULT IN A DEDUCTION.



# AMERICAN YOUTH CHEER 2025 SCORE CHECK GUIDELINES



One (1) rostered coach per team should proceed to the Score Check area immediately after their team's performance and wait for their scores to be ready. Teams neglecting to pick up their scores from the Score Check area forfeit their right to challenge.

One (1) rostered coach per team may challenge difficulty scores and point deductions. Teams sending more than one (1) coach to score check will forfeit their right to challenge. Challenges must be submitted within 10 minutes of their team's scores being available, and the coach must give a complete description of what they are challenging (see Score Check Challenge Form).

The Score Check representative has the ability to review and determine if the difficulty scores via official event video are within the correct range. Only the skill in question will be reviewed; not the entire video. If the score does not appear to be in the correct range, the Score Check representative will bring the discrepancy to the attention of the AYC National Cheer Commissioner (or his/her designee) who will review it with the Head Judge. Only the Head Judge may change difficulty scores.

The Score Check representative has the ability to review and determine if the point deductions via official event video or video provided by the team challenging are accurate. Once a coach has entered a challenge on the point deductions, the entire routine will be reviewed and further penalties may be discovered and added. The final penalty score will stand, be it higher or lower than the original deduction. If a penalty cannot be verified, no change will be made. In order for deductions to be changed, the Score Check representative must consult the AYC National Cheer Commissioner (or his/her designee) who will review it with the Safety Judge.

Any coach found to be abusing the staff or system involved with Score Check will forfeit their right to challenge any and all scores for the remainder of the season. Teams may also be issued an unsportsmanlike penalty of 2.5 points depending on the severity of their actions.

Scores will not be adjusted after final awards ceremonies. Technique scores cannot be challenged. Teams cannot challenge scores that are within the range. Teams must use the form provided when challenging scores and deductions.



# AMERICAN YOUTH CHEER SCORE CHECK CHALLENGE FORM



Team Name & Division/Level:  
\_\_\_\_\_

Time:  
\_\_\_\_\_

Skill Category	Score Range	Challenge	Description of Challenge
Jump Difficulty	0    6    7    8    9    10	Check here	
		Score Changed	
Stunt Difficulty	0    11.0-11.4    11.5-11.4    12.0-12.4	Check here	
	12.5-12.9    13.0-13.4    13.5-15.0	Score Changed	
Stunt Difficulty <i>(Level 1 Limited)</i>	0    10.0-10.9    11.0-11.9	Check here	
	12.0-12.9    13.0-15.0	Score Changed	
Pyramid Difficulty	0    11.0-11.4    11.5-11.4    12.0-12.4	Check here	
	12.5-12.9    13.0-13.4    13.5-15.0	Score Changed	
Pyramid Difficulty <i>(Level 1 Limited)</i>	0    2    3    4    5	Check here	
		Score Changed	
Dismount Difficulty	0    1    2    3    4    5	Check here	
		Score Changed	
Tumbling Difficulty	0    5.0-5.9    6.0-6.9	Check here	
	7.0-7.9    8.0-8.9    9.0-10.0	Score Changed	
Toss Difficulty	0    1    2    3    4    5	Check here	
		Score Changed	
<b>Deduction</b>	<b>Challenge</b>	<b>Description of Challenge:</b>	
<b>Refer to Penalty/Deduction Sheet</b>	Check here		
	Penalty/Deduction Changed		





# HEAD JUDGE/PANEL JUDGE TRACKER SHEET



TEAM NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

TEAM SIZE: S L CATEGORY: SC DPM DHH DSTEP LEVEL: 1 2 3 4  
(circle one) (circle one) (circle one)

PARTICIPANT #

**SKILL TRACKER NOTES:**


**CHEER** (Boxes are divided to allow two sections: (D) Difficulty (E) Execution)

JUMPS	STUNTS	PYRAMIDS	DISMOUNTS	TUMBLING	TOSSES
E	E	E	E	E	E
D	D	D	D	D	D

**POM**

POM VISUAL EFFECT	POM SYNCHRONIZATION	POM MOTION TECHNIQUE PLACEMENT	POM MOTION TECHNIQUE SHARPNESS	JAZZ INCORPORATION	JAZZ EXECUTION

ROUTINE DEGREE OF DIFFICULTY					

**HIP HOP**

CHOREOGRAPHY DIFFICULTY	INTERPRETATION OF HIP HOP STYLES	INCORPORATION OF HIP HOP STYLES	EXECUTION OF HIP HOP STYLES	MUSICALITY/RHYTHM/BODY ISOLATION	



# SHOW CHEER LEVEL 1 LIMITED - BUILDING (J1)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Stunt Difficulty	15	
Stunt Execution/Technique	1	
Pyramid Difficulty	5	
Pyramid Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
22	



# SHOW CHEER LEVEL 1 LIMITED - JUMPS & TUMBLING (J2)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Jump Difficulty	10	
Jump Execution/Technique	1	
Tumbling Difficulty	10	
Tumbling Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
22	



# SHOW CHEER LEVEL 1 LIMITED - OVERALL (J3)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Choreography	15	
Performance of Routine/Use of Cheer	15	
Dance	10	
Motions	16	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
56	



# SHOW CHEER LEVEL 1 - BUILDING (J1)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Stunt Difficulty	15	
Stunt Execution/Technique	1	
Pyramid Difficulty	15	
Pyramid Execution/Technique	1	
Dismount Difficulty	5	
Dismount Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
38	



# SHOW CHEER LEVEL 1 - JUMPS & TUMBLING (J2)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Jump Difficulty	10	
Jump Execution/Technique	1	
Tumbling Difficulty	10	
Tumbling Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
22	



# SHOW CHEER LEVEL 1 - OVERALL (J3)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Choreography	10	
Performance of Routine/Use of Cheer	10	
Dance	4	
Motions	16	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
40	



# SHOW CHEER LEVEL 2 (D8) - BUILDING (J1)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Stunt Difficulty	15	
Stunt Execution/Technique	1	
Pyramid Difficulty	15	
Pyramid Execution/Technique	1	
Dismount Difficulty	5	
Dismount Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
38	



# SHOW CHEER LEVEL 2 (D8) - JUMPS & TUMBLING (J2)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Jump Difficulty	10	
Jump Execution/Technique	1	
Tumbling Difficulty	10	
Tumbling Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
22	



# SHOW CHEER LEVEL 2 (D8) - OVERALL (J3)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Choreography	10	
Performance of Routine/Use of Cheer	10	
Dance	4	
Motions	16	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
40	



# SHOW CHEER LEVELS 2-4 - BUILDING (J1)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Stunt Difficulty	15	
Stunt Execution/Technique	1	
Pyramid Difficulty	15	
Pyramid Execution/Technique	1	
Dismount Difficulty	5	
Dismount Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
38	



# SHOW CHEER LEVELS 2-4 - JUMPS & TUMBLING (J2)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Jump Difficulty	10	
Jump Execution/Technique	1	
Tumbling Difficulty	10	
Tumbling Execution/Technique	1	
Toss Difficulty	5	
Toss Execution/Technique	1	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
28	



# SHOW CHEER LEVELS 2-4 - OVERALL (J3)



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Choreography	10	
Performance of Routine/Use of Cheer	10	
Dance	4	
Motions	10	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
34	

# DANCE - POM



TEAM NAME: \_\_\_\_\_

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

SCORING ELEMENTS & CRITERIA	COMMENTS	MAX POINTS	YOUR SCORE
Routine Execution - Overall Impression		10	
Choreography - Creativity & Variety		10	
Choreography - Formations - Variety, Spacing & Transitions		12	
Pom - Visual Effect		12	
Pom - Synchronization		12	
Pom - Motion Technique - Placement		12	
Pom - Motion Technique - Sharpness		12	
Jazz - Incorporation of Jazz Technique/Performance Skills		5	
Jazz - Execution of Jazz Technique		5	
Routine Degree of Difficulty		10	
General Comments:		MAX TOTAL	YOUR TOTAL:
		100	



TEAM NAME: \_\_\_\_\_

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

SCORING ELEMENTS & CRITERIA	COMMENTS	MAX POINTS	YOUR SCORE
Routine Execution - Overall Impression		5	
Routine Execution - Team Uniformity		10	
Choreography - Creativity & Variety		10	
Choreography - Formations - Variety, Spacing & Transitions		10	
Choreography - Visual Effect		5	
Choreography - Difficulty		12	
Hip Hop Fundamentals - Interpretation of Hip Hop Styles		12	
Hip Hop Fundamentals - Incorporation of Hip Hop Styles		12	
Hip Hop Fundamentals - Execution of Hip Hop Styles		12	
Hip Hop Fundamentals - Musicality/Rhythm/Body Isolation		12	
General Comments:		MAX TOTAL	YOUR TOTAL:
		100	



TEAM NAME: \_\_\_\_\_

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

ELEMENTS & CRITERIA	MAX POINTS	SCORE
Introduction & Exit	10	
Appearance, Uniforms & Costumes/Props	10	
Originality & Creativity	10	
Routine Execution & Degree of Difficulty	10	
Overall Performance	10	
Synchronization/Precision	15	
Showmanship	10	
Voice Clarity	10	
Transitions	15	

Comments:

TOTAL MAX POINTS	TOTAL SCORE
100	