



CHEERLEADING

Advanced, Elite & Premier

JUDGE NUMBER: _____ TEAM NAME: _____

CHEER CRITERIA

Crowd leading ability/ability to lead the crowd for teams nation,
use of signs, poms, or megaphones, practical use of stunts/pyramids to
lead the crowd, execution (native language encouraged)

10 POINTS _____

PARTNER STUNTS

Execution of skills, difficulty (level of skill, number of bases,
number of bases, number of stunt groups),
synchronization, variety

25 POINTS _____

PYRAMIDS

Difficulty, transitions moving into or dismounting out of skills,
execution, timing, creativity

25 POINTS _____

BASKET TOSSES

Execution of skills, height, synchronization (when applicable),
difficulty, variety

15 POINTS _____

TUMBLING

Group tumbling, execution of skills (includes jumps if applicable),
difficulty, proper technique, synchronization

10 POINTS _____

FLOW OF ROUTINE/TRANSITIONS

Execution of routine components:
flow, pace, timing of skills, transitions

5 POINTS _____

OVERALL PRESENTATION, CROWD APPEAL

Overall presentation, showmanship, crowd effect, (dance, only for all girl)

10 POINTS _____

100 POINTS POSSIBLE

TOTAL _____

COMMENTS: