



CHEERLEADING

Judge: _____

Competition: _____

Team: _____

Date: _____



CHEER CRITERIA

100 POINTS _____

Crowd leading ability/ability to lead the crowd for teams
Practical use of stunts, pyramids, tosses to lead the crowd
Execution

PARTNER STUNTS

100 POINTS _____

Execution of skills
Difficulty (Level of skill, Number of bases, Number of stunt groups)
Synchronisation
Variety

PYRAMIDS

100 POINTS _____

Difficulty
Transitions moving into or dismounting out skills
Execution
Timing
Creativity

BASKET TOSSES

100 POINTS _____

Execution of skills
Height
Synchronisation (when applicable)
Difficulty
Variety

TUMBLING

100 POINTS _____

Group tumbling
Execution of skills (included jumps if applicable)
Difficulty
Proper Technique
Synchronization

FLOW OF ROUTINE/TRANSITIONS

100 POINTS _____

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

OVERALL PRESENTATION, CROWD APPEAL, DANCE

100 POINTS _____

Overall presentation
Showmanship
Dance
Crowd effect

Judge Signature: _____

Scorer Signature: _____

Judges decision is final. Please sign next to any changes.

CHEER CRITERIA 10% PARTNER STUNTS 25% PYRAMIDS 25% BASKET TOSSES 15% TUMBLING 10% FLOW 5% OVERALL PRESENTATION 10%