



Special Abilities Division - Routine

JUDGE NO. _____ TEAM NO. _____ TEAM NAME _____

CHEER Judging Sheet/Section – 35 Points

CROWD LEADING

15 POINTS _____

Note: Use of native language & sign language is encouraged

Crowd Effective Material – Voice, Pace & Flow (5)

Ability & Energy to Lead the Crowd (5)

Proper Use of Signs, Poms, or Megaphones & Motion Technique (5)

SKILL INCORPORATIONS

15 POINTS _____

Proper Use of Skills to Lead the Crowd (5)

Execution - Proper Technique, Synchronization & Spacing (10)

CHEER OVERALL IMPRESSION

5 POINTS _____

Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills

BUILDING Judging Sheet/Section – 40 Points

-PARTNER STUNTS-

PERFECTION OF SKILL

10 POINTS _____

Proper Technique, Synchronization (when applicable) & Spacing

SKILL CREATIVITY/FLOW

10 POINTS _____

Use of all Athletes in each Group Skill (5)

Creativity, Number of Stunts Performed, Transitions & Variety (5)

-PYRAMIDS-

PERFECTION OF SKILL

10 POINTS _____

Proper Technique, Synchronization (when applicable) & Spacing

SKILL CREATIVITY/FLOW

10 POINTS _____

Use of all Athletes in each Group Skill (5)

Creativity, Number of Structures Performed, Transitions & Variety (5)

OVERALL Judging Sheet/Section – 25 Points

TUMBLING/INDIVIDUAL SKILLS

5 POINTS _____

Proper Technique, Execution of Skills (includes Jumps if applicable),

Difficulty & Synchronization

CHOREOGRAPHY

10 POINTS _____

Routine Creativity for Crowd Effectiveness

Effective Use of all Athletes throughout the Routine

FLOW OF ROUTINE/TRANSITIONS

5 POINTS _____

Execution of Routine Components: Flow, Pace, Timing of Skills, Transitions

OVERALL IMPRESSION, CROWD APPEAL, DANCE

5 POINTS _____

Overall Presentation, Showmanship, Dance, Crowd Effect

TOTAL POINTS

(100) _____