Special Abilities Division - Routine

**CROWD LEADING**

*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**

Proper Use of Skills to Lead the Crowd (5)
Execution - Proper Technique, Synchronization & Spacing (10)

**CHEER OVERALL IMPRESSION**

Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills

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**BUILDING Judging Sheet/Section – 40 Points**

**-PARTNER STUNTS-**

**PERFECTION OF SKILL**

Proper Technique, Synchronization (when applicable) & Spacing

**SKILL CREATIVITY/FLOW**

Use of all Athletes in each Group Skill (5)
Creativity, Number of Stunts Performed, Transitions & Variety (5)

**-PYRAMIDS-**

**PERFECTION OF SKILL**

Proper Technique, Synchronization (when applicable) & Spacing

**SKILL CREATIVITY/FLOW**

Use of all Athletes in each Group Skill (5)
Creativity, Number of Structures Performed, Transitions & Variety (5)

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**OVERALL Judging Sheet/Section – 25 Points**

**TUMBLING/INDIVIDUAL SKILLS**

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

**CHOREOGRAPHY**

Routine Creativity for Crowd Effectiveness
Effective Use of all Athletes throughout the Routine

**FLOW OF ROUTINE/TRANSTITIONS**

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

**OVERALL IMPRESSION, CROWD APPEAL, DANCE**

Overall Presentation, Showmanship, Dance, Crowd Effect

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TOTAL POINTS (100)__________