



Adaptive Abilities Division - Routine

JUDGE NO. _____ TEAM NO. _____ TEAM NAME _____

CHEER Judging Sheet/Section – 30 Points

CROWD LEADING 10 POINTS _____

Note: Use of native language & sign language is encouraged

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

Ability & Energy to Lead the Crowd & Proper Use of Signs, Poms, or Megaphones (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 – 30 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 10 POINTS _____

Overall Presentation, Showmanship, Dance, Crowd Effect

TOTAL POINTS (100) _____