



## Special 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)** \_\_\_\_\_