



INTERNATIONAL CHEER UNION



Advanced - Premier Divisions

JUDGE NO. _____ TEAM NO. _____ TEAM NAME _____

CHEER CRITERIA

10 POINTS _____

Crowd Leading (Native Language Encourage)

Crowd leading ability/ability to lead the crowd for the team's nation and/or team's programme; including an effective use of voice, pace, and flow of the Cheer for the crowd to participate. Proper use of signs, poms, megaphones, flags, and/or motion technique & practical use of Stunts/Pyramids to lead the crowd. Execution

PARTNER STUNTS

25 POINTS _____

Execution of Skills, Difficulty (Level of Skills, Number of Bases, Number of Stunt Groups), Synchronization, Variety & Creativity

PYRAMIDS

25 POINTS _____

Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Uses, Transitions, Variety & Creativity

BASKET TOSSES

15 POINTS _____

Execution of Skills, Height, Synchronization (when applicable), Difficulty, Variety

TUMBLING

10 POINTS _____

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

FLOW OF ROUTINE/TRANSITIONS

5 POINTS _____

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

OVERALL PRESENTATION, CROWD APPEAL

10 POINTS _____

Overall Presentation, Showmanship, Dance (if applicable), Crowd Effect

TOTAL POINTS

(100) _____

COMMENTS: