



# INTERNATIONAL CHEER UNION



## Coed Advanced, Elite, Premier Non-Tumbling Division

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**

**30 POINTS** \_\_\_\_\_

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

### **PYRAMIDS**

**30 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

### **FLOW OF ROUTINE/TRANSITIONS/SKILL IMPLEMENTATION**

**5 POINTS** \_\_\_\_\_

Execution of Routine Components: Flow, Pace, Timing of Skills, Transitions, Jumps (if applicable)

### **OVERALL PRESENTATION, CROWD APPEAL**

**10 POINTS** \_\_\_\_\_

Overall Presentation, Showmanship, Crowd Effect

### **TOTAL POINTS**

**(100)** \_\_\_\_\_

### **COMMENTS:**