



INTERNATIONAL CHEER UNION



Special Abilities & Special Olympics Traditional / Unified Divisions

JUDGE NO. _____ TEAM NO. _____ TEAM NAME _____

CHEER CRITERIA

10 POINTS _____

Crowd Leading (Native Language & Sign Language Encouraged)

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

20 POINTS _____

Use of all Athletes in Partner Stunts throughout Routine. Execution of Skills, Synchronization, Difficulty (Level of Skills), Synchronization, Variety & Creativity

Note: In SA/SO Divisions, connecting skills (e.g. a standing athlete's foot placed on a lunging athlete's thigh or on a nugget skill, etc.) may be recognized as a "Partner Stunt" skill.

PYRAMIDS

20 POINTS _____

Use of all Athletes in Pyramids throughout Routine. Execution of Skills, Synchronization, Difficulty (Level of Skills), Variety & Creativity

Note: In SA/SO Divisions, any connection of a SO/SA Partner Stunt skill may be recognized as a "Pyramid".

TUMBLING/INDIVIDUAL SKILLS

5 POINTS _____

Group Tumbling, Execution of Skills (includes jumps if applicable), Difficulty, Proper Technique, Skill Synchronization (when applicable)

CHOREOGRAPHY

25 POINTS _____

Routine Creativity for Crowd Effectiveness. Effective use of All athletes throughout the routine. Variety, Use of Floor, Synchronization, Execution

FLOW OF ROUTINE/TRANSITIONS

10 POINTS _____

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

OVERALL PRESENTATION, CROWD APPEAL

10 POINTS _____

Overall Presentation, Showmanship, Dance, Crowd Effect

TOTAL POINTS

(100) _____

COMMENTS: