

Event:
Team:
Division:

Team Number:
Day:
Panel:

# Athletes	
# of Males	



BUILDING – SCHOOL

STUNT DIFFICULTY Degree of difficulty; % of team participation (± 4); minimal use of bases; variety of load-ins, dismounts and transitions; additional skills and combination of skills (non-level included)		
No skills performed	0	
Low difficulty	0 - 4	
Average to above average difficulty	4 - 8	
Very difficult skills	8 - 10	
SD /10		
STUNT EXECUTION Demonstrated ability of technique, stability, flexibility and synchronization in stunts		
No skills performed	0	
Below average execution	0 - 6	
Average to above average execution	6 - 12	
Excellent execution	12 - 15	
SE /15		
PYRAMID DIFFICULTY Degree of difficulty; % of team participation; minimal use of bases; variety of load-ins, dismounts and transitions; additional building skills and combination skills (non-level included)		
No skills performed	0	
Low difficulty	0 - 2	
Average to above average difficulty (with 2 or more structures)	2 - 4	
Very difficult skills (with 2 or more structures)	4 - 5	
PD /5		
PYRAMID EXECUTION Demonstrated ability of technique, stability, flexibility and synchronization in pyramids		
No skills performed	0	
Below average execution	0 - 4	
Average to above average execution	4 - 8	
Excellent execution	8 - 10	
PE /10		
BUILDING OVERALL IMPRESSION Creativity, formations, transitions and flow		
Below average creativity, transitions & flow	0 - 2	
Average to above average creativity, transitions & flow	2 - 4	
Excellent creativity, transitions & flow	4 - 5	
IO /5		

Total / 45	
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TUMBLING & OVERALL – SCHOOL

JUMP EXECUTION/DIFFICULTY		Degree of difficulty (variety, combinations, type of jump, flexibility & strength required for jump type); % of team participation; synchronization; height of jump(s)	
No skills performed	0		
Jump skills executed with poor to below average technique, perfection, flexibility and synchronization	0 - 2		
Jump skills executed with average to above average technique, perfection, flexibility and synchronization	2 - 4		
Jump skills executed with excellent technique, perfection, flexibility and synchronization	4 - 5		J /5
TUMBLING DIFFICULTY		Degree of difficulty; percent of team participation; variety and combination of skills; synchronization of skills	
No skills performed	0		
Non-difficult skills/passes	0 - 2		
Average to above average difficulty in skills/passes	2 - 4		
Very difficult skills/passes	4 - 5		TD /5
TUMBLING EXECUTION		Demonstrated ability of technique and synchronization (execution, body positioning, control, speed, height, landings, timing/synchronization, uniformity of technique)	
No skills performed	0		
Below average technique and synchronization	0 - 2		
Average to above average technique and synchronization	2 - 4		
Excellent technique and synchronization	4 - 5		TE /5
DANCE AND MOTIONS EXECUTION			
No dance or motion sequence performed	0		
Below average uniformity of technique and synchronization. Below average in precision of movement/perfection. Minimal energy/confidence displayed by athletes	0 - 2		
Average to above average uniformity of technique and synchronization. Some precision of movement/perfection. Some energy/confidence displayed by athletes	2 - 4		
Excellent uniformity of technique and synchronization. Excellent precision of movement/perfection. High energy/confidence displayed by athletes	4 - 5		DM /5
OVERALL IMPRESSION		Creativity, formations, transitions and flow	
Below average creativity, transitions & flow	0 - 2		
Average to above average creativity, transitions & flow	2 - 4		
Excellent creativity, transitions & flow	4 - 5		OI /5

Total / 25	
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CHEER – SCHOOL

EFFECTIVE MATERIAL		(Native language encouraged, voice, pace, flow, etc.)	
Low	0 - 2		M /5
Medium	2 - 4		
High	4 - 5		
USE OF PROPS		(Signs, megaphones, flags, motion technique, etc. emphasize the words)	
Low	0 - 2		P /5
Medium	2 - 4		
High	4 - 5		
CROWD LEADING / ENERGY		(Use of floor, engagement with crowd, consistent energy, etc.)	
Low	0 - 2		L/E /5
Medium	2 - 4		
High	4 - 5		
SKILL INCORPORATION		(Skills visually enhance and emphasize the cheer)	
Low	0 - 2		SI /5
Medium	2 - 4		
High	4 - 5		
SKILL EXECUTION		(Precision, solid execution and timing)	
Low	0 - 2		SE /5
Medium	2 - 4		
High	4 - 5		
CHEER OVERALL IMPRESSION		(Flow, athleticism, overall crowd effectiveness & difficulty of practical skills)	
Below average flow, athleticism, overall crowd effectiveness & difficulty of practical skills	0 - 2		IO /5
Average to above average flow, athleticism, overall crowd effectiveness & difficulty of practical skills	2 - 4		
Excellent flow, athleticism, overall crowd effectiveness & difficulty of practical skills	4 - 5		

Total / 30	
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