

Event:
Team:
Division:

Team Number:
Day:
Panel:

# Athletes	
# of Males	



BUILDING – COLLEGIATE

STUNT DIFFICULTY		Degree of difficulty; % of team participation ($\div 4$); minimal use of bases; variety of load-ins, dismounts and transitions; additional skills and combination of skills (non-level included). Coed = usage of coed skills.	
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
TOSS DIFFICULTY		Degree of difficulty; % of team participation ($\div 5$); additional skills; height; variety and combination of skills (level & non-level except L2)	
No skills performed	0		
Low difficulty	0 - 2		
Average to above average difficulty	2 - 4		
Very difficult skills	4 - 5		TD /5
TOSS EXECUTION		Demonstrated ability of technique, flexibility, synchronization and uniformity of toss height	
No skills performed	0		
Below average execution	0 - 2		
Average to above average execution	2 - 4		
Excellent execution	4 - 5		TE /5
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 / 55	
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TUMBLING – COLLEGIATE

TUMBLING DIFFICULTY		Degree of difficulty; percent of team participation; variety and combination of skills; synchronization of skills	
No skills performed	0		TD /5
Non-difficult skills/passes	0 - 2		
Average to above average difficulty in skills/passes	2 - 4		
Very difficult skills/passes	4 - 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		TE /5
Below average technique and synchronization	0 - 2		
Average to above average technique and synchronization	2 - 4		
Excellent technique and synchronization	4 - 5		
OVERALL IMPRESSION		Creativity, formations & transitions and flow	
Below average creativity, transitions & flow	0 - 2		OI /5
Average to above average creativity, transitions & flow	2 - 4		
Excellent creativity, transitions & flow	4 - 5		

Total / 15	
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CHEER – SCHOOL/COLLEGIATE

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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