

4.1. Score Sheets - Cheerleading

Distribution of points in Special Abilities Unified Intermediate Divisions:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Use of all athletes in partner stunts throughout routine Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Use of all athletes in pyramids throughout routine Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of all athletes throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		100

Distribution of points in Special Abilities Traditional Intermediate Divisions:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of Special Ability athlete skills throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		100

Distribution of points in Adaptive Abilities Unified Median Divisions:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language & sign language encouraged)	10
Partner Stunts	Use of all athletes in partner stunts throughout routine Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Use of all athletes in pyramids throughout routine Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of all athletes throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		100

Distribution of points in Adaptive Abilities Unified Advanced Divisions:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of stunts/pyramids to lead the crowd, execution (native language & sign language encouraged)	10
Partner Stunts	Use of all athletes in partner stunts throughout routine Execution of skills, Proper technique, Synchronization Difficulty (Level of skill), Creativity, Variety	20
Pyramids	Use of all athletes in pyramids throughout routine Execution of skills, Synchronization (when applicable) Difficulty (level of skill), Creativity, Variety	20
Tumbling/Individual Skills	Group tumbling, Execution of skills (includes jumps if applicable) Difficulty, Proper Technique, Synchronization	5
Choreography	Routine creativity for crowd effectiveness Effective use of all athletes throughout the routine Synchronization, Variety	25
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		100

Distribution of points in Beginner & Novice Divisions:

Judging Criteria	Description	Points
Cheer Criteria	<i>Crowd Leading (Native Language Encourage)</i> 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.	10
Partner Stunts	Execution of skills, Difficulty (Level of skills, Number of bases, Number of Stunt Groups), Synchronization, Variety & Creativity	25
Pyramids	Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Used, Transitions, Variety & Creativity	25
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	15
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, dance (if applicable), crowd effect	15
TOTAL		100

Distribution of points in All Girl Intermediate & Median Divisions:

Judging Criteria	Description	Points
Cheer Criteria	<i>Crowd Leading (Native Language Encourage)</i> 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	10
Partner Stunts	Execution of skills, Difficulty (Level of skills, Number of bases, Number of Stunt Groups), Synchronization, Variety & Creativity	25
Pyramids	Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Used, Transitions, Variety & Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	10
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance (if applicable), crowd effect	10
TOTAL		100

Distribution of points in Coed Intermediate & Median Divisions:

Judging Criteria	Description	Points
Cheer Criteria	<i>Crowd Leading (Native Language Encourage)</i> 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	10
Partner Stunts	Execution of skills, Difficulty (Level of skills, Number of bases, Number of Stunt Groups), Synchronization, Variety & Creativity	25
Pyramids	Execution of Skills, Level of Skills, Difficulty, Number of Structures Performed, Number of Bases Uses, Transitions, Variety & Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	10
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		100

Distribution of points in All Girl Advanced, Elite and Premier Divisions:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	15
Tumbling	Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal, Dance	Overall presentation, showmanship, dance, crowd effect	10
TOTAL		100

Distribution of points in Coed Advanced, Elite and Premier Divisions:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety	15
Tumbling	Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		100