



COMPETITIVE CHEER UNIFIED SCORE SHEET



TEAM NAME _____ JUDGE NO. _____

CHEER CRITERIA

10 POINTS _____

Crowd Leading - Native Language Encouraged

Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/programme, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd, Execution

PARTNER STUNTS

20 POINTS _____

Number of **Special Olympics** athletes used in each group skill (Range: less than 50% on average – up to 10 points, more than 50% on average up to 20 points)
Execution of skills, Proper technique, Synchronization, Difficulty (Level of skill, Number of bases, Number of stunt groups), Variety, Creativity

PYRAMIDS

20 POINTS _____

Number of **Special Olympics** athletes used in each group skill (Range: less than 50% on average – up to 10 points, more than 50% on average up to 20 points)
Execution of skills, Proper technique, Synchronization (when applicable), Difficulty (Level of Skills, Number of Structures Performed, Number of Bases Used), Transitions, Variety, Creativity

TUMBLING/INDIVIDUAL SKILLS

5 POINTS _____

Group Tumbling, Execution of Skills (includes Jumps if applicable), Proper Technique, Synchronization

CHOREOGRAPHY

25 POINTS _____

Routine choreography for crowd effectiveness, Effective use of **Special Olympics** athlete skills throughout the routine, Synchronization, Variety

FLOW OF ROUTINE/TRANSITIONS

10 POINTS _____

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, DANCE, CROWD APPEAL

10 POINTS _____

Overall presentation, showmanship, dance, crowd effect

100 POINTS POSSIBLE

TOTAL _____

COMMENTS:



COMPETITIVE CHEER SPECIAL OLYMPICS SCORE SHEET



TEAM NAME _____ JUDGE NO. _____

CHEER CRITERIA

10 POINTS _____

Crowd Leading - Native Language Encouraged

Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/programme, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd, Execution

PARTNER STUNTS

20 POINTS _____

Execution of skills, Proper technique, Synchronization, Difficulty (Level of skill, Number of bases, Number of stunt groups), Variety, Creativity

PYRAMIDS

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TUMBLING/INDIVIDUAL SKILLS

5 POINTS _____

Group Tumbling, Execution of Skills (includes Jumps if applicable), Proper Technique, Synchronization

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Routine choreography for crowd effectiveness, Effective use of Special Olympics athlete skills throughout the routine, Synchronization, Variety

FLOW OF ROUTINE/TRANSITIONS

10 POINTS _____

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, DANCE, CROWD APPEAL

10 POINTS _____

Overall presentation, showmanship, dance, crowd effect

100 POINTS POSSIBLE

TOTAL _____

COMMENTS:



GAME DAY DIVISION -CHEER ONLY-



TEAM NAME _____ JUDGE NO. _____

CROWD LEADING TECHNIQUES

Crowd Leading - Native Language Encouraged

Crowd effectiveness- Voice, Pace, Flow, Crowd Coverage
Proper use of Signs, Poms or Megaphones
Motion technique, sharpness and placement
Energy, leadership, ability to lead the Crowd

20 POINTS _____

____ 5 points

____ 5 points

____ 5 points

____ 5 points

SKILL INCORPORATION

Proper use of Skills/relevant Skills to Lead the Crowd
Execution of Skills - Proper Technique, Synchronization & Spacing

20 POINTS _____

____ 10 points

____ 10 points

OVERALL IMPRESSION

Ability to Adapt & Utilize Proper Game Material
Crowd Appeal

10 POINTS _____

____ 5 points

____ 5 points

50 POINTS POSSIBLE

TOTAL _____

COMMENTS:



GAME DAY DIVISION

-SIDELINE ONLY-



TEAM NAME _____ JUDGE NO. _____

CROWD LEADING TECHNIQUES

Crowd Leading - Native Language Encouraged

Crowd effectiveness- Voice, Pace, Flow, Crowd Coverage

Proper use of Signs, Poms or Megaphones

Motion technique, sharpness and placement

Energy, leadership, ability to lead the Crowd

20 POINTS _____

____ 5 points

____ 5 points

____ 5 points

____ 5 points

SKILL INCORPORATION

Proper use of Skills/relevant Skills to Lead the Crowd

Execution of Skills - Proper Technique, Synchronization & Spacing

20 POINTS _____

____ 10 points

____ 10 points

OVERALL IMPRESSION

Ability to Adapt & Utilize Proper Game Material

Crowd Appeal

10 POINTS _____

____ 5 points

____ 5 points

50 POINTS POSSIBLE

TOTAL _____

COMMENTS:



GAME DAY DIVISION -BAND CHANT ONLY-



TEAM NAME _____ JUDGE NO. _____

CROWD LEADING

20 POINTS _____

Crowd Leading - Native Language Encouraged (if applicable)

Proper use of material and skills relevant to Game Day environment _____ 10 points

Use of crowd leading tools- Proper use of Signs, Poms, Megaphones or Flags _____ 5 points

Motion Technique - Placement, Sharpness, Synchronization _____ 5 points

EXECUTION OF SKILLS

10 POINTS _____

Technique of Incorporated Skills, Stability, Synchronization and Spacing

VISUAL APPEAL

10 POINTS _____

Visual Appeal – Crowd Coverage, Creative Crowd Interaction

OVERALL IMPRESSION

10 POINTS _____

Energy and Connection to the Crowd

50 POINTS POSSIBLE

TOTAL _____

COMMENTS:



GAME DAY DIVISION

-FIGHT SONG ONLY-



TEAM NAME _____ JUDGE NO. _____

CROWD LEADING

20 POINTS _____

Crowd Leading - Native Language Encouraged (if applicable)

Proper use of material and skills relevant to Game Day environment _____ 10 points

Use of crowd leading tools- Proper use of Signs, Poms, Megaphones or Flags _____ 5 points

Motion Technique - Placement, Sharpness, Synchronization _____ 5 points

EXECUTION OF SKILLS

10 POINTS _____

Technique of Incorporated Skills, Stability, Synchronization and Spacing

VISUAL APPEAL

10 POINTS _____

Visual Appeal –Crowd Coverage, Creative Crowd Material

OVERALL IMPRESSION

10 POINTS _____

Energy and Connection to the Crowd

50 POINTS POSSIBLE

TOTAL _____

COMMENTS:



GAME DAY DIVISION -TIMEOUT ONLY-



TEAM NAME _____ JUDGE NO. _____

CROWD LEADING

20 POINTS _____

Crowd Leading - Native Language Encouraged (if applicable)

Proper use of material and skills relevant to Game Day environment _____ 10 points

Use of crowd leading tools- Proper use of Signs, Poms, Megaphones or Flags _____ 5 points

Motion Technique - Placement, Sharpness, Synchronization _____ 5 points

EXECUTION OF SKILLS

10 POINTS _____

Technique of Incorporated Skills, Stability, Synchronization and Spacing

VISUAL APPEAL

10 POINTS _____

Visual Appeal – Level Changes, Crowd Coverage, Creative Crowd Interaction

OVERALL IMPRESSION

10 POINTS _____

Energy and Connection to the Crowd

50 POINTS POSSIBLE

TOTAL _____

COMMENTS:



PERFORMANCE CHEER FREESTYLE POM/POM DIVISION



TEAM NAME _____ JUDGE NO. _____

TECHNIQUE

EXECUTION OF POM MOTION TECHNIQUE 10 _____

Clean arm lines, levels, placement, movement is sharp, strong and precise

EXECUTION OF CORE TECHNIQUE 10 _____

Correct placement & levels of arms/torso/hips/legs/feet, body control, extension

EXECUTION OF TECHNICAL SKILLS 10 _____

Proper execution of leaps, turns, jumps, partner work, etc.

GROUP EXECUTION

SYNCHONRIZATION/TIMING WITH MUSIC 10 _____

Moving together as one with the music

UNIFORMITY OF MOVEMENT 10 _____

Movements are the same on each person, clear, clean and precise

SPACING 10 _____

Equal/correct spacing between individuals on the performance surface during the routine and transitions

CHOREOGRAPHY

MUSICALITY/CREATIVITY/ORIGINALITY 10 _____

Use of the music accents, style, creative, original movement

ROUTINE STAGING/VISUAL EFFECTS 10 _____

Formations and transitions, visual impact of group work, levels, opposition, poms, etc.

DEGREE OF DIFFICULTY 10 _____

Level of difficulty of skills, movement, weight changes, tempo, etc.

OVERALL EFFECT

COMMUNICATION/PROJECTION/AUDIENCE APPEAL & APPROPRIATENESS 10 _____

Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance

TOTAL POINTS (100) _____



PERFORMANCE CHEER HIP HOP DIVISION



TEAM NAME _____ JUDGE NO. _____

TECHNIQUE

STRENGTH OF MOVEMENT 10 _____
Strength and presence in movement

EXECUTION OF HIP HOP STYLE(S) - PLACEMENT/CONTROL 10 _____
Correct placement & levels of arms/torso/hips/legs/feet and body control in the execution of style of hip hop: tutting, popping, locking, waving, lyrical, etc.

EXECUTION OF SKILLS/ATHLETIC INCORPORATIONS 10 _____
Execution of floor work, frezes, partner work, lifts, tricks, jumps, etc.

GROUP EXECUTION

SYNCHONRIZATION/TIMING WITH MUSIC 10 _____
Moving together as one with the music

UNIFORMITY OF MOVEMENT 10 _____
Movements are the same on each person, clear, clean and precise

SPACING 10 _____
Equal/correct spacing between individuals on the performance surface during the routine and transitions

CHOREOGRAPHY

MUSICALITY/CREATIVITY/ORIGINALITY 10 _____
Use of the music accents, style, creative, original movement

ROUTINE STAGING/VISUAL EFFECTS 10 _____
Formations and transitions, visual impact of group work, levels, opposition, etc.

DEGREE OF DIFFICULTY 10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.

OVERALL EFFECT

COMMUNICATION/PROJECTION/AUDIENCE APPEAL & APPROPRIATENESS 10 _____
Ability to exhibit a dynamic routine with showmanship and audience appeal; Age appropriate music, costume and choreography that enhances the performance

TOTAL POINTS (100) _____



PERFORMANCE CHEER JAZZ DIVISION



TEAM NAME _____ JUDGE NO. _____

TECHNIQUE

EXECUTION OF TECHNICAL SKILLS 10 _____

Proper execution of leaps, turns, jumps, lifts, partner work, etc.

PLACEMENT/CONTROL/EXTENSION 10 _____

Correct placement & levels of arms/torso/hips/legs/feet, body control, execution, balance

STYLE/STRENGTH OF MOVEMENT 10 _____

Style, strength and presence in movement

GROUP EXECUTION

SYNCHONRIZATION/TIMING WITH MUSIC 10 _____

Moving together as one with the music

UNIFORMITY OF MOVEMENT 10 _____

Movements are the same on each person, clear, clean and precise

SPACING 10 _____

Equal/correct spacing between individuals on the performance surface during the routine and transitions

CHOREOGRAPHY

MUSICALITY/CREATIVITY/ORIGINALITY 10 _____

Use of the music accents, style, creative, original movement

ROUTINE STAGING/VISUAL EFFECTS 10 _____

Formations and transitions, visual impact of group work, levels, opposition, etc.

DEGREE OF DIFFICULTY 10 _____

Level of difficulty of skills, movement, weight changes, tempo, etc.

OVERALL EFFECT

COMMUNICATION/PROJECTION/AUDIENCE 10 _____

APPEAL & APPROPRIATENESS

Ability to exhibit a dynamic routine with showmanship and audience appeal; Age appropriate music, costume and choreography that enhances the performance

TOTAL POINTS (100) _____