

Coed Premier Division

JUDGE NO. _____ TEAM NO. _____ TEAM NAME _____

CHEER CRITERIA

10 POINTS _____

Crowd leading ability/ability to lead the crowd for teams
Nation, use of signs, poms, or megaphone, practical use of
Stunts/pyramids to lead the crowd, execution
(native language encouraged)

PARTNER STUNTS

25 POINTS _____

Execution of skills, Difficulty (Level of skill,
Number of bases, Number of Stunt Groups),
Synchronization, Variety

PYRAMIDS

25 POINTS _____

Difficulty, Transitions Moving into or Dismounting
out of Skills, Execution, Timing, Creativity

BASKET TOSSES

15 POINTS _____

Execution of skills, Height,
Synchronization (When Applicable),
Difficulty, Variety

TUMBLING

10 POINTS _____

Group tumbling, Execution of skills, Difficulty,
Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS

5 POINTS _____

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

OVERALL PRESENTATION, CROWD APPEAL

10 POINTS _____

Overall presentation, showmanship,
crowd effect

100 POINTS POSSIBLE

TOTAL _____

COMMENTS: