

FCF CHEER Feedback Form Level 1



Division _____

Team Name _____

Judge _____

CHEER CRITERIA

Effective audience engagement / ability to lead the crowd: Effective use of props, practical use of stunts / pyramids to lead the crowd, execution, presentation



PARTNER STUNTS

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



PYRAMIDS

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



TUMBLING

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



JUMPS

Difficulty and performance; Jumps & Jump Combinations, Number & Variety, Cleanliness, Height, Extensions, Landings, Synchronization



STRENGTH AND TIGHTNESS

Cleanliness and confidence of movements throughout the program: Posture, Extensions, Strength, Tightness, Uniformity of movement, Sharpness of arm motions



FLOW OF THE ROUTINE / TRANSITIONS

Execution of routine components: Flow, Pace, Timing of skills, Transitions



OVERALL PRESENTATION AND CROWD APPEAL

Overall presentation, Showmanship, Dance (if applicable), Crowd effect



COMMENTS:

Cheerleading Level 1



Division _____
Team Name _____
Judge _____

CHEER CRITERIA **10 pts** _____

Crowd leading ability / ability to lead the crowd for team's Nation/Club, use of signs, poms, flags and / or megaphones, practical use of Stunts / pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS **25 pts** _____

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

PYRAMIDS **25 pts** _____

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

TUMBLING **10 pts** _____

Group tumbling, Execution of skills, (includes jumps if applicable), Difficulty, Proper technique, Synchronization

JUMPS **5 pts** _____

Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety

STRENGTH & TIGHTNESS **10 pts** _____

Cleanliness and confidence of movements throughout the program: Posture, Extensions, Strength, Tightness, Uniformity of movement, Sharpness of arm motions

FLOW OF THE ROUTINE / TRANSITIONS **5 pts** _____

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

OVERALL PRESENTATION & CROWD APPEAL **10 pts** _____

Overall presentation, Showmanship, Dance, Crowd effect

max. 100 points **TOTAL** _____

Comments:

Cheerleading Levels 2-6



Division _____
Team Name _____
Judge _____

CHEER CRITERIA **10 pts** _____
Crowd leading ability / ability to lead the crowd for team's Nation/Club, use of signs, poms, flags and / or megaphones, practical use of Stunts / pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS **25 pts** _____
Execution of skills, Difficulty (Level of skill, Number of bases, Number of stunt groups), Synchronization, Variety

PYRAMIDS **25 pts** _____
Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES **15 pts** _____
Execution of skills, Height, Synchronization (when applicable), Difficulty, Variety

TUMBLING **10 pts** _____
Group tumbling, Execution of skills, (includes jumps if applicable), Difficulty, Proper technique, Synchronization

FLOW OF THE ROUTINE / TRANSITIONS **5 pts** _____
Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL, DANCE **10 pts** _____
Overall presentation, Showmanship, Dance, Crowd effect

Comments: **max. 100 points** **TOTAL** _____

Cheerleading Group Stunt



Division _____
Team Name _____
Judge _____

STUNTS & TOSSES

EXECUTION OF TECHNIQUE

30 pts _____

Execution of proper technique to perform stunts, making the stunts appear to be easy

DIFFICULTY

25 pts _____

Difficulty, and the ability to perform stunts in the routine. Also includes not setting out of the stunts, continual transitions, one arm stunts, toss stunts, etc. (Difficulty based on progressions)

FORM AND APPEARANCE OF STUNTS

20 pts _____

This includes not moving on stunts, arms straight, flexibility of stunts in good position, straight line with base and top, comfortable facial expressions, etc.

OVERALL PERFORMANCE

TRANSITIONS

15 pts _____

Pace of transitions, visual effect and creativity of the transitions, matching specific points in music, difficulty and technique maintained during transitions. There should be as few "breaks" in the routine as possible.

SHOWMANSHIP

10 pts _____

Excitement level of routine, routine is choreographed to music, and stunts hit to beats of music, creative stunts and / or visuals, quick pace, facials, and energy.

max. 100 points **TOTAL** _____

Comments:

Penalty Protocol



Division _____
Team Name _____
Judge _____

DISQUALIFICATION

Reason for disqualification:

RULE VIOLATIONS

Time Limit Violation (5 – 10 seconds) -1 pt * _____

Time Limit Violation (> 11 seconds) -3 pts * _____

Illegal Element -5 pts * _____
Incident & Rule violated:

Missing Spotter -5 pts * _____
Incident & Rule violated:

Other violation of the safety guidelines -5 pts * _____
Incident & Rule violated:

TOTAL _____