

TECHNICAL ELEMENTS: Cheer & Dance

Skill Area	Judging Technique	Max. Pts.	Points	Comments	
Motion Technique & Placement Refers to proper placement of motions (angles and levels), proper execution of blades and fists, arms being straight, body position in motions (including lunges)	10 = Flawless – strong level of technique 8-9 = Most (almost all of team) – strong level of technique 6-7 = Numerous (many/half of team) or overall average to good level of technique 4-5 = Some (less than half/more than a few) or overall average to low level of technique 2-3 = Very Few (a very small number) or overall poor technique 1 = Entire team has improper technique & placement	10		Wrists bent Blades not flat Levels off Angles off Flying arms Arms “flowed” Not Sharp/Strong Timing off Work on technique Watch placement Moves too basic Too fast Too slow	Strong placement Motions together Motions sharp Good variety in dance Good dance technique Nice Variety in dance skills Good variety of motions
Motion Precision Refers to sharpness and strength of motions.	10 = Flawless – entire team has sharp/strong motions 8-9 = Most (almost all of team) sharp/strong 6-7 = Numerous (many/half of team) sharp/strong or overall average to good precision 4-5 = Some (less than half/more than a few) or overall average to low precision 2-3 = Very Few (a very small number) strong/sharp or overall poor precision 1 = Entire team has weak motions	10			
Dance Technique Refers to the movement with music and technique and style of dance movements	10 = Flawless technique, entire team performs strong dance elements 8-9 = Most (almost all of team) performs dance elements properly 6-7 = Numerous (many/half the team) performs dance elements well 4-5 = Some (less than half/more than a few) perform dance elements well or overall average to low execution 2-3 = Very Few (a small number) perform dance elements well or overall poor dance technique 1 = Entire team – dance technique is weak	10			
Synchronization & Timing Refers to the teams ability to perform motions/dance movements in unison and with they rhythm of the cheers or the beat of the music	10 = Flawless – entire team performs together as one, fits music perfectly 8-9 = Most of the time team performs in unison, fits well to music 6-7 = Timing off in places 4-5 = Overall average to low unity 2-3 = Not together –an overall low level of synchronization 1 = Poor level of synchronization and timing	10			
Choreography & Creativity of Dance & Cheer Elements	9-10 = Advanced/Elite motions/dance (ex ecuted at a fast, strong pace, strong level of technique, difficult foot and body movements during transitions, strong use of moves, motions and level changes, to enhance visual effects of team’s movements) New ideas 6-7-8 = Intermediate/Advanced motions (executed at an average pace, moderate amount of foot and body movements during transitions, moderate variety of moves, motions and level changes) 3-4-5 = Basic/Intermediate motions/dance (executed at a slow pace, lack of movement during transitions, minimal variety of moves, motions and level changes)	10			

ROUTINE EXECUTION

Skill Area	Judging Technique	Max. Pts.	Pts.	Comments	
Projection, Expression & Showmanship	4-5 = High energy level, great smiles, eye contact, facials/entire squad 2-3 = ½ squad performs well in this area 1 = Routine lacks this element	5		Energy Level Low Expressions fade Out of breath	Strong voices Good expressions Nice showmanship
Effective & Appropriate Use of Music	4-5 = Exciting and appropriate music, matches routine, skills fit music 2-3 = Average to poor music choice, forced to fit music 1 = Components did not fit music	5		Doesn't fit music Poor Flow (choppy)	Energy level high Good music
Transitions	4-5 = Clean transitions, added to flow of routine, , new and innovative transitions 3-2-1 = Transitions lack creativity, flow of routine is average to poor	5		Transitions sloppy Watch Spacing	Routine fits music Clean transitions
Use of Floor & Formations	4-5 = Formations varied, uses complete floor, good spacing 3-2-1 = Need more variety in formations, use more of floor, spacing off in formations	5		Use more of floor Formations lack variety	Good variety in formations Nice spacing Good use of Floor

OVERALL APPEAL

Skill Area	Judging Technique	Max. Pts.	Pts.	Comments
Overall Impression & Entertainment Value	Judges discretion – overall routine impression including energy level, crowd appeal, how entertaining and fun to watch (Average routines will score in the 5-7 point range)	10		

TOTAL SCORE _____