

# CHEER TEAM

DIVISION: \_\_\_\_\_  
 Organization: \_\_\_\_\_

		<u>GOOD</u>	<u>IMPROVE</u>	<u>COMMENTS</u>
<b>Max 15</b> <u>Communication/Projection</u> Voice, eye contact, showmanship, facial expression, spirited throughout			Voice Expression Crowd Appeal Spirited Throughout	
<b>Max 10</b> <u>MOTIONS</u> <u>Technique</u> Technique, stiff, variety, visual effect		GOOD	IMPROVE Cheer motion Tech Variety Visual Effect	
<b>Max 10</b> <u>JUMPS</u> <u>Technique</u> Synchronization ,flexibility, pointed toe, form, variety		GOOD	IMPROVE Synchronization Flexibility POINTED TOES Form—Controlled arms Variety	
<b>Max 10</b> <u>TUMBLING</u> <u>Technique</u> Timing, synchronization, body control, VARIETY		GOOD	IMPROVE Timing Body Control Variety Motion—Position Control	
<b>Max 10</b> <u>PYRAMIDS /TOSSES</u> Technique in building , variety , creative		GOOD	IMPROVE Technique Variety Creative Dismounts/tosses	
<b>Max 10</b> <u>STUNTS</u> Technique in stunts , variety , creative		GOOD	IMPROVE Technique Variety Creative	
<b>Max 10</b> <u>GROUP TECHNIQUE</u> Synchronization in cheer, stunts, dance, Spacing, use of floor, transitions smooth		GOOD	IMPROVE Precision Transitions Spacing Use of Floor	
<b>Max 5</b> <u>DANCE</u> Dance choreography, creativity, music		GOOD	IMPROVE Creativity Variety Music choice	
<b>Max 5</b> <u>DIFFICULTY</u> Difficulty in pyramids, stunts, jumps, tumbling		GOOD	IMPROVE Pyramids Stunts Jumps Tumbling	
<b>Max 15</b> <u>IMAGE/ OVERALL EFFECT</u> Practicality of material...,routine continuity, visual effect appearance, SOLID Routine		GOOD	IMPROVE Solid Routine EFFECTIVE Makes audience want to join in WOW Factor	