

# EVALUATIONS & COMPETITIONS

## EVALUATIONS

Teams are allowed to perform twice if necessary, but no more. This allowance will be at the discretion of your Head Instructor.

### CHEER

All cheer evaluated material will be taught at camp.

#### CROWD SEGMENT EVALUATION

- At least one cheer and one chant taught at camp or a traditional cheer and chant from home
- No longer than 45 seconds
- Crowd oriented (signs, poms, megaphones and/or flags are REQUIRED)
- NO baskets or 2½ high pyramids
- USA Cheer/AACCA basketball timeout rules for tumbling and building apply. Crowd oriented!

#### RALLY ROUTINE

- Crowd Oriented! (Signs, poms, megaphones and/or flags are encouraged)
- 4 – 8 count intro (may only use tumbling skills and crowd involvement)
- 4 – 8 count incorporation (no skill restrictions) - teams can NOT start building until the first “one” count
- 3 – 8 count motions (taught at camp)
- 2 – 8 count transition/ending
- Must follow USA Cheer/AACCA Safety Rules
- Teams assigned to Intermediate Divisions must follow Intermediate Rule Restrictions.

#### CROWD SEGMENT FINAL EVALUATION (SAME AS ABOVE)

## COMPETITIONS

ALL competitions are completely optional. Note: No crossover participation by individuals is allowed.

### CHEER

- Rally Routine (same as above)
- Crowd Segment Run-Off (1 team from each Division)

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## **ALL-AMERICAN TRYOUTS (RESIDENT CAMPS ONLY)**

### CHEER ALL-AMERICAN MINIMUM REQUIREMENTS

Team members may try out for All-American if they can perform the following requirements:

- Standing toe touch to back tuck (males and females)
- Running round-off back handspring to layout with a full twist (males and females)
- All Girl Stunt: 4 female participants maximum, must perform the following stunt sequence:  
Full up to awesome/target, drop toss to opposite liberty, tic-toc to stretch, double down
- Coed Stunt: Must perform the following continuous stunt sequence:  
Toss awesome, pump-and-go to 1-arm liberty, pump-and-go to liberty heel stretch, double twisting dismount  
Must show control of skill.
- All participants must be from the same team and perform all skills with the same person(s); stunt partners or groups must be from the same team, not just the same program

## **TOP GUN TRYOUTS**

Members from both cheer and dance teams will be eligible to compete for "Top Gun" based on the following requirements:

### **CHEER**

#### TOP GUN STUNTS

- 45 Second Stunt routine
- Minimum requirements per camp
- All Girl groups – may only have 4 girls maximum
- All stunts must follow USA Cheer/AACCA College Safety Rules
- **One Coed winner; One All Girl winner (participant must be from same team, not program; individuals may only compete once)**

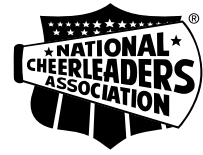
# EVALUATIONS & COMPETITIONS

## CHEER EVALUATION

RALLY ROUTINE

OTHER

SQUAD: \_\_\_\_\_



<b>RALLY ROUTINE</b>		
	<b>SCORE</b>	<b>SCORING RANGES</b>
CROWD APPEAL	<input style="width: 80px; height: 25px;" type="text"/>	8 - 10 POINTS = STRONG
MOTIONS	<input style="width: 80px; height: 25px;" type="text"/>	6 - 8 POINTS = AVERAGE
PRACTICALITY	<input style="width: 80px; height: 25px;" type="text"/>	5 - 6 POINTS = NEEDS WORK
INCORPORATIONS	<input style="width: 80px; height: 25px;" type="text"/>	
OVERALL EXECUTION	<input style="width: 80px; height: 25px;" type="text"/>	
<b>SCORE SUBTOTAL</b>	<input style="width: 80px; height: 25px;" type="text"/>	
<b>COMMENTS</b>		
<b>DEDUCTIONS</b>		<b>COMMENTS</b>
	1 POINT	5 POINTS
JUMPS	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
TUMBLING	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
STUNTS	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
PYRAMIDS	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
TOSSES	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
MOTIONS	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
OTHER	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>
DEDUCTIONS	<input style="width: 80px; height: 25px;" type="text"/>	40 - 50 POINTS = SUPERIOR RIBBON
<b>FINAL SCORE</b>	<input style="width: 80px; height: 25px;" type="text"/>	30 - 40 POINTS = EXCELLENT RIBBON
		20 - 30 POINTS = NO RIBBON
		<b>INSTRUCTOR</b>

# EVALUATIONS & COMPETITIONS

## 45 SECOND CROWD SEGMENT



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

## CROWD SEGMENT

COMMENTS		NEEDS WORK	STRONG
		<input type="checkbox"/>	<input type="checkbox"/>
	<b>CROWD APPEAL</b> Visually Appealing Energetic and Enthusiastic	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
	<b>SHOWMANSHIP</b> Natural/Confident Eye Contact Genuine Smiles	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
	<b>EFFECTIVE USE OF PROPS</b> Effective Use of Signs Effective Use of Flags and/or Banners Effective Use of Poms and Megaphones	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>CROWD RESPONSE TECHNIQUES</b> Practicality (easy to follow and participate) Vocals (locals, consistent, encouraging, etc.)	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
	<b>EXECUTION</b> Clean, Mistake-free Execution	<input type="checkbox"/>	<input type="checkbox"/>
	<b>BONUS</b> Effective Mascot Incorporation	add .1 Bonus	<input type="checkbox"/>
	<b>TOTAL (MAX 10 POINTS)</b>		
<b>JUDGING &amp; SCORING</b> <ul style="list-style-type: none"> <li>Each performance begins with the score of "10" and maintains that score unless the boxes under "Needs Work" are checked, along with an associated explanation/comment by the judge.</li> <li>Each checked "Needs Work" box will reduce the score by .1</li> <li>Effective incorporation and use of the school mascot will be awarded a .1 bonus up to a total of 10 points maximum.</li> </ul>			