



STUNTS/TOSSES CHEER

TEAM:		NUMBER OF ATHLETES:	
DIVISION:		MAJORITY STUNTS:	
		JUDGE 1:	
Category	Point Value	Points Earned	Skills Performed
STUNTS/TOSSES Difficulty (Level of skill, number of bases, number of stunt groups)			
Difficulty	10		
Execution	10		
CHEER (Minimum of 30 seconds)	10		
POSSIBLE POINTS	30		TOTAL POINTS

Stunts (10 with tosses, 8 without tosses) *Choose correct denominator if Inversions/Releases or Dismounts are unobserved.	✓	Cheer (5) + EFFECTIVE use of Props (6)	✓	Comments
Execution/Form		Inflection		
Incorporation		Enunciation		
Flexibility		Pace		
Building		Engaging and/or Leading the Crowd		
Transitions		Use of Skills		
Inversions/ Releases *		OPTIONAL use of props *		
Dismounts				
Synchronization				
Tosses	✓			
Execution/Form/Height *				
Synchronization *				

Synchronization of stunts, minimum number of bases used to perform skills in stunts and pyramid sequence compared to the number of athletes on the floor.

- Stunts/Tosses will be evaluated cumulatively throughout the routine.
- Teams must perform a minimum **3 DIFFERENT Stunt/Toss skills**.
- The three highest point value skills will be used and averaged to determine difficulty score. Remember sprinkles for teams not using front bases. **0.2 (use of some) 0.4 (use of one) 0.6 (no front bases)**
- Judges will use **check** marks to determine the indicator strengths performed throughout the routine.
- If a team does not use Inversions/Releases, Tosses, Props, use the correct number of indicators to find the score on the Indicator Reference Guide. Indicate using an **X** when any of these criteria are not observed. This **ONLY** applies to these criteria.
- If any of the other areas are not observed or are in need of improvement, leave blank and comment.
- **Optional use of props** – Props must be used effectively to receive a check mark.(Examples: appropriate with words, signs right side up)
- **If the cheer is not 30 seconds**, a **zero** must be awarded. **Indicators must still be checked even if a team does not hit 30 seconds.**
- **Teams with one stunt group: Add three highest skills, divide by 3 and then divide by 2 for Difficulty Score**
- **Teams not hitting three skills: Add the scores of the skills completed and STILL DIVIDE by 3 for Difficulty Score**