



CHEER AMERICA CHAMPIONSHIPS
SCHOOL CROWD LEADING
2025-2026



BUILDING JUDGE	<i>Max Difficulty</i>	<i>Max Execution</i>	TOTAL
STUNTS <i>Skills, Participation, # of bases used, Creativity, Variety</i>	7.5	7.5	15.0
PYRAMID <i>Skills, Participation, # of bases used, Creativity, Variety</i>	7.5	7.5	15.0

TUMBLING JUDGE	<i>Max Difficulty</i>	<i>Max Execution</i>	TOTAL
TUMBLING <i>Standing/Running skills, Sync, Variety & Technique</i>	5.0	5.0	10.0
JUMPS <i>Advanced Jumps- Toe Touch, Hurdler variations, Pike</i>	5.0	5.0	10.0
ROUTINE COMPOSITION <i>Movement &, Flow, Transitions, Creativity</i>			10.0 <i>(Between 8-10)</i>

OVERALL/CHEER/DANCE	TOTAL
CROWD EFFECTIVE MATERIAL <i>Crowd Oriented material, incorporations that encourage crowd engagement & response including words of cheer, voice, pace, volume</i>	10.0
EFFECTIVE USE OF SKILLS (CHEER) <i>CHEER PORTION: Skills executed are practical & appropriate to engage and lead crowd</i>	5.0
EFFECTIVE USE OF PROPS (CHEER) <i>CHEER PORTION: Props are used, easy to follow & encourage crowd participation</i>	5.0
DANCE & MOTIONS <i>Motions & visuals throughout the routine</i>	5.0
FORMATIONS & SPACING <i>Variety & Execution</i>	5.0
SCHOOL REPRESENTATION <i>Sportsmanship, Integrity</i>	5.0 <i>(Between 4-5)</i>

(Average of judges)

PERFORMANCE & SHOWMANSHIP <i>Genuine energy and enthusiasm</i>	5.0 <i>(Between 3-5)</i>
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TOTAL POSSIBLE SCORE	100.0
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