

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
- No longer than 45 seconds
- Crowd oriented (signs, poms, megaphones and/or flags are REQUIRED)
- NO baskets or 2½ high pyramids
- 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 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)

EVALUATIONS & COMPETITIONS

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 AACCA College Safety Rules
- **One Coed winner; One All Girl winner (participant must be from same team, not program; individuals may only compete once)**

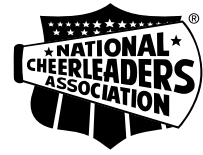
EVALUATIONS & COMPETITIONS

CHEER EVALUATION

RALLY ROUTINE

OTHER

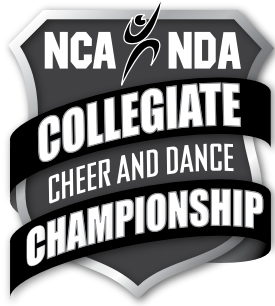
SQUAD: _____



RALLY ROUTINE			
	SCORE	SCORING RANGES	
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"/>		
SCORE SUBTOTAL	<input style="width: 80px; height: 25px;" type="text"/>		
COMMENTS			
DEDUCTIONS		COMMENTS	
	1 POINT	5 POINTS	
JUMPS	<input style="width: 80px; height: 25px;" type="text"/>	<input style="width: 80px; height: 25px;" type="text"/>	40 - 50 POINTS = SUPERIOR RIBBON 30 - 40 POINTS = EXCELLENT RIBBON 20 - 30 POINTS = NO RIBBON
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"/>		
FINAL SCORE	<input style="width: 80px; height: 25px;" type="text"/>	INSTRUCTOR	

EVALUATIONS & COMPETITIONS

45 SECOND CROWD SEGMENT



OFFICIAL

JUDGE _____

SCORE ★ SHEET

CROWD SEGMENT

COMMENTS		NEEDS WORK	STRONG
		<input type="checkbox"/>	<input type="checkbox"/>
	CROWD APPEAL Visually Appealing Energetic and Enthusiastic	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
	SHOWMANSHIP Natural/Confident Eye Contact Genuine Smiles	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
	EFFECTIVE USE OF PROPS 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"/>
	CROWD RESPONSE TECHNIQUES Practicality (easy to follow and participate) Vocals (locals, consistent, encouraging, etc.)	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
	EXECUTION Clean, Mistake-free Execution	<input type="checkbox"/>	<input type="checkbox"/>
	BONUS Effective Mascot Incorporation	add .1 Bonus	<input type="checkbox"/>
	TOTAL (MAX 10 POINTS)		
JUDGING & SCORING <ul style="list-style-type: none"> 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. Each checked "Needs Work" box will reduce the score by .1 Effective incorporation and use of the school mascot will be awarded a .1 bonus up to a total of 10 points maximum. 			