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ALL GIRL

**ALL GIRL
LIMITED**

**SMALL
COED**

**LARGE
COED**

GameTime



College All Girl

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
2 - 3	2 - 3	2 - 3	2 - 3
Advanced Stunt Skills performed with strong incorporation of legal inverting, twisting, unique mounts, release toss stunts and transitions. Braced rewinds, full up to extended positions, etc.	Advanced Pyramid Skills 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Single Full Twisting Skills, Toss single full twists, kick single full twists, etc. Note: a 1/4 positioning move is allowed in twisting skills	Intermediate Tumbling Skills Tumbling connected to back handspring(s).
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
3 - 4	3 - 4	3 - 4	3 - 4
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt Released inversions to below extended level Required Dismount: Flipping or double twisting from the above skills. (majority unassisted)	Elite Pyramid Skills A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people with minimal inverting/twisting/unique mounting and dismounting by the top person(s). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one inverting/twisting/unique transition.	Non-flipping tosses with Double Full Twisting skills, Toss double full twists, kick double full twists, etc. Note: A 1/4 positioning move is allowed in twisting skills	Advanced Tumbling Skills Tumbling connected to back tucks.
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4 - 4.5	4 - 4.5	4 - 4.5	4 - 5
Group stunt inversions into extended one leg stunts. Required Dismount: Flipping or double twisting from the above skills. Single based toss stunts that press or catch to extended stunt performed by the majority of the team <small>Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills.</small>	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts. A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids OR released toss entries that do not twist or invert. Should also include numerous inverting/twisting/unique dismounts.	Flipping tosses Back Tucks, Pike Open, Layouts	Elite Tumbling Skills Tumbling connected to layouts and/or fulls
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4.5 - 5	4.5 - 5	4.5 - 5	4 - 5
Group stunt inversions into extended one leg stunts. Required Dismount: Flipping or double twisting from the above skills. Single based toss stunts that press or catch to extended stunt performed by the majority of the team <small>Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills.</small>	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.	Two position flipping tosses. Tuck X-Out, Tuck Split, Layout Split/Kick, Pike Open Straddle, Layout Straddle, Pike Open Split	Elite Tumbling Skills Tumbling connected to layouts and/or fulls with synchronization

Stunt Quantity Chart		
# of Athletes	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

Tumbling/Jump Quantity Chart		
# of Athletes	Majority	Most
5-7	2	3
8-9	4	5
10-11	5	6
12-14	6	7
15-16	7	9
17-19	8	10
20-22	10	12

JUMPS
4.0
SINGLE JUMPS
4.5
DOUBLE JUMP COMBINATION
5.0
Triple jump combinations or double jump combinations and a single jump, must include a variety.

CCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

Using more than 3 bases (including backspot) for stunts will be awarded in lower range.



College Limited

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
2 - 3	2 - 3	2 - 3	2 - 3
Beginning Stunt Skills Shoulder stands, extensions, chair sits, etc.	Beginning Pyramid Skills 2 high, non-transitional	Non-flipping Tosses Toe touch, tuck arch, bottle rocket, etc.	Beginning Tumbling Skills Tumbling connected to Back/Front Walkover(s).
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
3 - 4	3 - 4	3 - 4	3 - 4
Extended stunts performed with minimal incorporation of braced inverting/twisting/unique mounts, dismounts and transitions	Intermediate Pyramid Skills 2 high pyramids incorporating minimal to no 2½ high transitions and includes minimal incorporation of braced inverting/twist-ing/unique mounts and dismounts	Non-flipping Tosses with Single Twisting Skills Toss full twists, kick full twists, etc.	Intermediate Tumbling Skills Tumbling connected to backhand-springs.
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4 - 5	4 - 5	4 - 5	4 - 5
Advanced Stunt Skills performed with strong incorporation of braced inverting/twisting/unique mounts, dismounts and transitions Braced rewinds, full up to extended positions, etc.	Advanced Pyramid Skills 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Double Full Twisting Skills Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills.	Advanced Tumbling Skills Tumbling connected to Tucks and/or layouts etc.

Stunt Quantity Chart		
# of Athletes	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

Tumbling/Jump Quantity Chart		
# of Athletes	Majority	Most
5-7	2	3
8-9	4	5
10-11	5	6
12-14	6	7
15-16	7	9
17-19	8	10
20-22	10	12

JUMPS
4.0
SINGLE JUMPS
4.5
DOUBLE JUMP COMBINATION
5.0
Triple jump combinations or double jump combinations and a single jump, must include a variety.

CCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

Using more than 3 bases (including backspot) for stunts will be awarded in lower range.

LIMITED DIVISION RESTRICTIONS

Teams competing in the Limited division must adhere to the USA Cheer College safety guidelines and the following additional

STUNTS/PYRAMIDS

- Release inversions into or from stunts are prohibited
- Release full twists to an extended position are prohibited
- Double twisting dismounts are prohibited
- Pyramids sustained over 2 persons high are prohibited
- Twisting stunts (i.e. full ups) are limited to ONE and a quarter (1¼) twisting rotation; one and a half (1½) ups and double ups are prohibited

TOSSES

- Release flips from basket/sponge tosses are prohibited
- Twisting dismounts from basket/sponge tosses may not exceed 2 rotations (¼ turn is allowed to set for the twist)

TUMBLING

- Standing back tucks or other flips, and standing tumbling with back tucks or other flips are not permitted
- Airborne flips out of running tumbling are permitted (e.g. tucks, layouts, whips, etc.)
- Twisting flips are not permitted (includes running tumbling)



College Small Coed

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
2 - 3	2 - 3	2 - 3	2 - 3
Advanced Stunt Skills performed with strong incorporation of legal inverting, twisting, unique mounts, release toss stunts and transitions. Braced rewinds, full up to extended positions, etc.	Advanced Pyramid Skills 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with or Without a full twist Toe touch, Pike, Single full twist, Kick full, etc. Clarification: A 1/4 positioning move is allowed in twisting skills	Intermediate Tumbling Skills Tumbling connected to back handspring(s).

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
3.0 - 3.5	3 - 4	3 - 4	3 - 4
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt Single based toss to hands to extended stunt (majority unassisted)	Elite Pyramid Skills A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people with minimal inverting/twisting/unique mounting and dismounting by the top person(s). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one inverting/twisting/unique transition.	Non-flipping Tosses with Double Full Twisting Skills Toss double full twists, kick double full twists, etc. Clarification: a ¼ positioning move is allowed in twisting skills.	Advanced Tumbling Skills Tumbling connected to back tucks.
3.5 - 4.0			
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt Males participate in group stunts only. (majority unassisted)			

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4 - 4.5	4 - 4.5	4 - 4.5	4 - 5
Partner Stunt: Perform one of the below skills. A majority of the stunt groups must be unassisted. All Males participate in assisted coed style stunts. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts. A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids OR released toss entries that do not twist or invert. Should also include numerous inverting/twisting/unique dismounts.	Flipping Tosses Back Tucks, Pike Open, Layouts	Elite Tumbling Skills Tumbling connected to layouts and/or fulls

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4.5 - 5	4.5 - 5	4.5 - 5	4 - 5
At least one section should contain a partner stunt listed below executed by stunt couples and must be unassisted. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, Required Dismount: Flipping or double twisting from the above skills. All other stunt sections must be unassisted by a majority of the stunt groups.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.	Two position flipping tosses Tuck Split, Tuck X-Out, Pike Open Split Layout/straddle, x-out full, etc. PLUS at least one additional toss	Elite Tumbling Skills Tumbling connected to layouts and/or fulls

Stunt Quantity Chart			Tumbling/Jump Quantity Chart			JUMPS	
# of Athletes	Majority	Most	# of Athletes	Majority	Most		
5-11	1	1	5-7	2	3	4.0	
12-15	1	2	8-9	4	5	SINGLE JUMPS	
16-19	2	3	10-11	5	6	4.5	
20-23	3	4	12-14	6	7	DOUBLE JUMP COMBINATION	
24-27	4	5	15-16	7	9	5.0	
28-30	4	6	17-19	8	10	Triple jump combinations or double jump combinations and a single jump, must include a variety.	
31-38	5	7	20-22	10	12	The number of coed style stunts required is not based on the number of males on team	

CCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

"Unassisted" is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit).



College Large Coed

PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
2 - 3	2 - 3	2 - 3	2 - 3
Advanced Stunt Skills performed with strong incorporation of legal inverting, twisting, unique mounts, release toss stunts and transitions. Braced rewinds, full up to extended positions, etc.	Advanced Pyramid Skills 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with double full twisting skills Toss double full twists, kick double, etc.	Intermediate Tumbling Skills Tumbling connected to back handspring(s).
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
3.0 - 3.5	3 - 4	3 - 4	3 - 4
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt Single based toss to hands to extended stunt (majority unassisted) Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt Single based toss to hands to extended stunt (majority unassisted)	Elite Pyramid Skills A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people with minimal inverting/twisting/unique mounting and dismounting by the top person(s). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one inverting/twisting/unique transition.	Flipping Tosses Back tucks, layouts, pike open	Advanced Tumbling Skills Tumbling connected to back tucks.
3.5 - 4.0			
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt (majority unassisted)			
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4 - 4.5	4 - 4.5	4 - 4.5	4 - 5
Perform one of the below skills. A majority of the partner stunts must be unassisted. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts. A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids OR released toss entries that do not twist or invert. Should also include numerous inverting/twisting/unique dismounts.	Two position Flipping Tosses Tuck X-out, Tuck Split, Layout Split/Kick, Layout Straddle, Pike Open Straddle, Poke Open Split	Elite Tumbling Skills Tumbling connected to layouts and/or fulls
PARTNER STUNTS	PYRAMIDS	TOSSES	TUMBLING
4.5 - 5	4.5 - 5	4.5 - 5	4 - 5
Perform one of the below skills. All of the partner stunts must be unassisted. All other stunt sections in the routine must be performed unassisted by a majority of the partner stunts. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills. All other stunt sections must be unassisted by a majority of the partner stunts.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.	Flipping tosses with a single twist. Layout with a single full twist, layout straddle full, tuck x-out full, etc.	Elite Tumbling Skills Tumbling connected to layouts and/or fulls

Stunt Quantity Chart			Tumbling/Jump Quantity Chart			JUMPS
# of Athletes	Majority	Most	# of Athletes	Majority	Most	
5-11	1	1	5-7	2	3	4.0
12-15	1	2	8-9	4	5	SINGLE JUMPS
16-19	2	3	10-11	5	6	4.5
20-23	3	4	12-14	6	7	DOUBLE JUMP COMBINATION
24-27	4	5	15-16	7	9	5.0
28-30	4	6	17-19	8	10	Triple jump combinations or double jump combinations and a single jump, must include a variety.
31-38	5	7	20-22	10	12	The number of coed style stunts required is not based on the number of males on team.

CCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

"Unassisted" is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit).



CHRISTIAN CHEERLEADERS OF AMERICA

Score Sheet College

BUILDING SCORE SHEET	TOTAL	TECHNIQUE	DIFFICULTY
Stunts	15.0	10.0	5.0
Pyramids	15.0	10.0	5.0
Tosses	15.0	10.0	5.0

JUMPS & TUMBLING SCORE SHEET	TOTAL	TECHNIQUE	DIFFICULTY
JUMPS	10.0	5.0	5.0
TUMBLING	15.0	10.0	5.0

OVERALL SCORE SHEET	TOTAL	TECHNIQUE
COLLEGIATE IMAGE	10.0	10.0
OVERALL EFFECT	10.0	10.0
CHOREOGRAPHY	10.0	10.0

Total Possible Points

100



CHRISTIAN CHEERLEADERS OF AMERICA

College GameTime General Rules & Division Information

1. There will be two divisions Gametime Coed & Gametime All Girl. Both divisions allow for a total number of 30 participants (this includes dancers, mascot, pep band, color guard, and baton twirlers)
2. Only properly trained cheerleaders are allowed to participate in stunts.
3. It is the responsibility of the school coach that each team member, coach, parents, and other persons affiliated with the school conduct themselves in an appropriate manner
4. Teams must refrain from taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature
5. Coaches are responsible for ensuring that their team adheres to the guidelines set for in the CCA Music Moves and Dress policy
6. The use of signs, poms, flags, and megaphones are highly encouraged for performances. The use of additional props is not permitted
7. CCA rules require that cheer and spirit performances shall be in accordance with safety standards prescribed by the USA CHEER Rules, in addition to the rules that are presented in this document
8. Signs or props may be placed or dropped outside the performance area, however participants must remain inside the performance area
9. The Gametime division will utilize a nine panel carpet bonded foam floor at Regionals and Classics. At National all performances will be on a nine panel carpetbonded foam spring floor.
10. Please note that skills, such as tumbling and stunting are not judged on difficulty. They should be used in a way that encourage crowd participation.

TIME LIMITATIONS

11. Maximum total routine time of 2:30
9. Acknowledging the potential variance in sound system and timing devices, judges will not issue a deduction until their stopwatches show a time of five (5) seconds over the time limit for each of the three sections.
12. It is recommended that all teams practice and time performances prior to competition to allow for variations in sound equipment.
13. A team may place props prior to there performance (after the conclusion of the performance before them)
14. Introductions and exits:
 - a. All team breaks, rituals, and traditions need to take place prior to running out onto the performance surface.
 - b. All teams should refrain from any type of excessive celebration in an unsportsmanlike manner following the team's performance.
 - c. There should not be any organized exits or other activities after the official ending of the routine.

INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected will be directed to STOP the routine.
2. If directed to stop a routine, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

B. FAULT OF TEAM

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

C. INJURY

1. All participants must follow the AACCA safety regulations. The only persons that may stop a routine for injury are: a) competition officials, or b) the school coach from the team performing.
2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the reperformance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.



CHRISTIAN CHEERLEADERS OF AMERICA

College GameTime General Rules & Division Information

Teams will be evaluated on their ability to lead the crowd, proper skill incorporations, performance, motions, showmanship and overall routine. Game Time functionality is heavily emphasized. Performances should be prepared as if they were Game Time performances at a school sporting event.

Teams will be evaluated in the following three areas:

SIDELINE - Situational Response - :30 (Times starts after prompt)

1. Prepare your own sidelines, one offense and one defense
2. The goal should be for the crowd to be involved
3. No tumbling is permitted during this section of the routine
4. An announcement will be made prior the sideline portion of the routine, your team must react with appropriate gameday material

Situational Prompts:

- a. Your team is on Defense
- b. The other team has the ball
- c. You're team is on offense
- d. Make noise, your team has the ball

Band Chant - :45 (Time starts with music or first word)

1. Teams will need to provide their own band chant music.
2. Band Chant music should be obtained legally and licensed,
3. Band Chants from CCA summer camp are encouraged but not required!
4. Incorporation of props is encouraged
5. Basic stunts are allowed (See Restrictions)

Timeout/Cheer - EX: Tadtional Timeout Music, School Fight Song, CCA Camp Cheer with Props, or Non-Music Cheer - 1:00 (Time starts with music or first word)

1. One song may be used during your timeout,
(if you are going to use music choose something that will help your team lead the crowd not music to dance to)
2. Music should be obtained legally and licensed, if you would like more information about how to obtain licensed music please contact the CCA office at information@cheercca.com
3. Cheers from CCA summer camp are encouraged but not required!
4. You should spend this time leading the crowd
5. Incorporation of props is encouraged
6. Basic stunts are allowed (See Restrictions)
8. Pyramids are allowed if used in a way that encourages GameTime spirit.

Restrictions

The incorporation of skills will be allowed with the following restrictions:

- Flips into or from partner stunts and pyramids are prohibited
- Twisting stunts and dismounts may not exceed 1 ¼ rotation
- Flipping tosses are permitted with zero twisting rotations
- Twisting tumbling is prohibited.



CHRISTIAN CHEERLEADERS OF AMERICA

Score Sheet College GameTime

SCORE SHEET	TOTAL
SIDELINE	10.0
BANDCHANT	10.0
TIMEOUT/CHEER	10.0
SKILL INCORPORATION	10.0
EFFECTIVE USE OF PROPS	10.0
PERFECTION OF SECTIONS	10.0
SYNCHRONIZATION & TIMING OF ELEMENTS	10.0
OVERALL IMPRESSION	10.0
CROWD INVOLVEMENT	20.0

Total Possible Points	100
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CHRISTIAN CHEERLEADERS OF AMERICA

College GameTime Scoring Guidelines

Category	JUDGING CRITERIA
SIDELINE	VOICES -Loudness (Volume) -Inflection (Emphasis always builds) -Cheer chatter Motions -Sharpness (Speed, Hesitation) -Placement (Wrist, Arms, to far forward/back)
BANDCHANT	
TIMEOUT/CHEER	
SKILL INCORPORATION	APPROPRIATE SKILLS FOR CROWD ENGAGEMENT PERFECTION OF CROWD ENGAGING SKILLS SEAMLESS FLOW OF CROWD ENGAGING SKILLS
EFFECTIVE USE OF PROPS	SIGNS AND OTHER PROPS WERE EASY TO READ AND VISIBLE SIGNS AND OTHER PROPS CLEARLY COMMUNICATE INTENDED CHEER SIGNS AND OTHER PROPS ADDED TO THE PERFORMANCE RATHER THAN DISTRACT FROM IT NO PROPS WILL RESULT IN A <u>SCORE OF 0</u> A HIGHER SCORE WILL RESULT FROM THE USE OF A VARIETY OF PROPS
PERFECTION OF SECTIONS	DROPPED STUNT, SIGN, OR PROP TUMBLING FALL POOR JUMPS MOTIONS FORGOTTEN IN SUCH A WAY THAT IS DISTRACTING WRONG OR OUT OF FORMATION STUNT BOBBLE (BENT KNEE, WAVING ARMS, ETC)
SYNCHRONIZATION & TIMING OF ELEMENTS	SYNCHRONIZATION AND TIMING OF SKILLS SYNCHRONIZATION AND TIMING OF MOTIONS SYNCHRONIZATION AND TIMING OF VOICES AND SIGNS SYNCHRONIZATION AND OF TIMING PROPS
OVERALL IMPRESSION	CREATIVITY SHOWMANSHIP GENUINE ENTHUSIASM
CROWD INVOLVEMENT	WAS THE ROUTINE EASY TO WATCH/FOLLOW? DID THE ROUTINE MAKE SENSE? DID THE ROUTINE MAKE YOU WANT TO YELL WITH THEM DID THE ROUTINE UTILIZE APPROPRIATE CALLBACKS (NOT STORY BOOK CHEERS)

COLLEGE BUILDING SCORE SHEET



JUDGE #	2
REGIONALS	
CLASSICS	
NATIONALS	

CHRISTIAN CHEERLEADERS OF AMERICA		TECHNICAL		DIFFICULTY	
COMMENTS	CATEGORY	TECHNICAL JUDGE		CATEGORY	DIFFICULTY JUDGE
	PARTNER STUNTS <small>EXECUTION OF TECHNIQUE</small> 8.0 - 10.0			PARTNER STUNTS 1.0 - 5.0	
	PYRAMIDS <small>EXECUTION OF TECHNIQUE</small> 8.0 - 10.0			PYRAMIDS 1.0 - 5.0	
	TOSSES <small>EXECUTION OF TECHNIQUE</small> 8.0 - 10.0			TOSSES 2.0 - 5.0	
	TECHNICAL SCORE	0		DIFFICULTY SCORE	0
TOTAL SCORE: (OUT OF 45 POSSIBLE POINTS)				0	

STUNTS

Nice form and technique - Flyers squeeze legs and pull up - Don't rush your stunts - Clean up dismounts!
 Catch flyers higher and tighter - Great difficulty

Work on the execution of your stunts - Beautiful body positions - Work on flexibility in the air - Bases use your legs Bases fix your grips - Bases need to lock their arms

PYRAMIDS

Watch timing of pyramid - Work on Synchronization - Continue to engage the crowd - Watch motions - Watch bracers grips Great pyramid - Nice flow - Great creativity

BASKETS

Flyers get arms up to ride basket - Ride basket to the top before trick - Flyers Squeeze throughout toss - Flyers stand up in baskets Bases finish your toss - Work on height

COLLEGE GAMETIME OVERALL SCORE SHEET



JUDGE #	1
REGIONALS	
CLASSICS	
NATIONALS	

CHRISTIAN CHEERLEADERS OF AMERICA	TECHNICAL	
COMMENTS	CATEGORY	TECHNICAL JUDGE
	SIDELINE 6.0 - 10.0	
	BAND CHANT 6.0 - 10.0	
	TIMEOUT/CHEER 6.0 - 10.0	
	SKILL INCORPORATION 6.0 - 10.0	
	EFFECTIVE USE OF PROPS 6.0 - 10.0	
	PERFECTION OF SECTIONS 6.0 - 10.0	
	SYNCHRONIZATION AND TIMING OF ELEMENTS 6.0 - 10.0	
	OVERALL IMPRESSION 6.0 - 10.0	
	CROWD INVOLVEMENT 10.0 - 20.0	
	TECHNICAL SCORE	
TOTAL SCORE: (OUT OF 100 POSSIBLE POINTS)		0