



CHEER REFERENCE SHEET

EFFECTIVE MATERIAL	RANGE	FACTORS
Low	0 - 2	Native language encouraged, voice, pace, flow, etc. <ul style="list-style-type: none"> • Tone of voice: Use of the diaphragm, projecting a strong and powerful voice • Word Choice: Use of short, simple and easy to pronounce phrases • Use of native language encouraged • Pace and flow: Consistent and smooth rhythm that allows for good understanding of the lyrics
Medium	2 - 4	
High	4 - 5	
USE OF PROPS	RANGE	FACTORS
Low	0 - 2	Signs, megaphones, flags, motion technique, etc. emphasize the words <ul style="list-style-type: none"> • Cueing & emphasis: Props are used to indicate to the crowd what and when to cheer • Motion Technique: Strong, effective motions are used appropriately and at the right time • Examples of props: Signs, megaphones, flags, poms
Medium	2 - 4	
High	4 - 5	
CROWD LEADING / ENERGY	RANGE	FACTORS
Low	0 - 2	Use of floor, engagement with crowd, consistent energy, etc. <ul style="list-style-type: none"> • Effective and appropriate use of the performance surface • Crowd Engagement: Team should encourage crowd participation and engagement, and maintain the entire crowd's attention throughout the cheer (not forgetting the crowd on the sides) • Consistent Energy: Demonstrating positive, confident, and authentic enthusiasm and energy throughout the performance
Medium	2 - 4	
High	4 - 5	
SKILL INCORPORATION	RANGE	FACTORS
Low	0 - 2	Skills visually enhance and emphasize the cheer <ul style="list-style-type: none"> • Incorporating skills into the performance: Solid building skills, motions & movements, etc. Skills should be simple enough that the athletes do not drop voices or stop leading crowd • Skills must: Visually enhance the performance, emphasize the words and help to indicate what and when to cheer
Medium	2 - 4	
High	4 - 5	
SKILL EXECUTION	RANGE	FACTORS
Low	0 - 2	Precision, solid execution and timing <ul style="list-style-type: none"> • Execution of skills: see execution criteria skills on previous two sheets • Formation and spacing • Synchronization
Medium	2 - 4	
High	4 - 5	
CHEER OVERALL IMPRESSION	RANGE	FACTORS
Low	0 - 2	Flow, athleticism, overall crowd effectiveness & difficulty of practical skills) <ul style="list-style-type: none"> • Ability to create a positive and memorable experience through authentic expressions, athletic impression, eye contact and crowd engagement • Skill difficulty can be considered here. See criteria for skill difficulty on previous two sheets. *Note that if skill difficulty is too high it can detract from the crowd leading experience. Balance is key
Medium	2 - 4	
High	4 - 5	