



## 2021 CHEERBRANDZ UNIVERSITY CHEER

- University Cheer teams must comprise of 100% current University student athletes. (In Australia)  
- *New Zealand does not follow this ruling*
- Crossovers from University and All Star Teams are permitted.
- University student athletes CANNOT compete twice in the same cheer level.
- University athletes must be from the same institution.

### **RULES:**

- Please refer to the IASF Rules for skills allowed in your level.

### **UNIVERSITY CHEER SCORE SHEETS**

- Level 1 teams are judged on the Cheerbrandz Non-tumble Score Sheet and will NOT be divided into Coed and AG. Level 1 does not require a chant.
- ALL Level 1/2 Non Tumble teams are judged on the All Girl Cheerbrandz Scoring Rubric. however divisions will still be split into Coed and AD. Level 1/2 NT requires a chant.
- Level 3/4 teams are judged on the Coed or AG Cheerbrandz Scoring Rubric and will be divided into Coed and AG divisions. Level 3/4 requires a chant.
- Level 5 and 6 Teams are judged on the Coed/or AG Cheerbrandz Scoring Rubric and will be divided into coed and AG Division. Level 5 and 6 requires and chant.

### **UNIVERSITY LEVEL 1 & 1/2 NON-TUMBLE DIVISIONS**

- Level appropriate tumbling is still permitted in the Level 1 NT & 1/2 NT divisions, but there is no dedicated tumbling scoring section. Any tumbling included in the routine will be subject to routine and rule infractions/deductions.
- CHEER Level 1 non tumble: Routine time limit is 2 minutes.
- CHEER Level 1, 1/2NT, 3/4, 5 & 6
  - Routine time limit is 2.30 minutes.
  - 1.45 minutes maximum of music for the Cheer Routine element.
  - The rest of the routine (45 seconds) will include the Chant and Transitions from Cheer Routine to Chant, must NOT exceed the 2.30 minutes.
  - Timing will begin with the first movement or voice or note of music.
  - Penalties apply if the routine is over 2.30 minutes.

### **PENALTIES FOR CHEER RULE INFRACTIONS AND DEDUCTIONS (Level 1/2, 3/4, Elite & Premier)**

- All University divisions will follow the same deduction system as All Star Routines. Please refer to the Cheerbrandz Cheer Deduction System for the specific point values which will be deducted for routine infractions and/or rule violations.



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### UNIVERSITY CROWD LEADING CHEER SCORE SHEET EXPLANATION

#### LEVEL 1/2, 3/4, 5, 6

#### • CHEER CROWD LEADING (9-15 points)

##### CROWD LEADING ABILITY/ABILITY TO LEAD THE CROWD, VOICE, PACE, FLOW (3-5 pts)

- The judges will credit here: The cheerleader's ability to encourage crowd involvement using suitable words with clarity and loud volume. The pace/speed is suitably slow and allows crowd to follow cheer/sideline and call back easily. The flow between skills is seamless while maintaining crowd engagement, volume and pace throughout.

##### CROWD LEADING ABILITY WITH PROPER USE OF SIGNS, POMS, MEGAPHONES & MOTION TECHNIQUE (3-5 pts)

- The judges will credit here: The effective use of signs, poms, megaphones and motions to encourage crowd involvement to follow cheer/sideline and call back easily. Usage of signs is clear and shown effectively with sharpness and precision that is easy to read and follow. Usage of poms and megaphones is effective and assists the crowd in following the cheer/sideline. The cheerleaders show superior motion control, precision, synchronization and sharpness and motions are used effectively to direct the crowd. This includes motions in stunts, pyramids and jumps.

##### ABILITY AND ENERGY TO LEAD THE CROWD (3-5 pts)

- The judges will credit here: The genuine use of projection and energy to encourage crowd involvement and to effectively direct the crowd to follow cheer/sideline.

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#### • SKILLS INCORPORATIONS (9-15 points)

##### PROPER USE OF SKILLS TO LEAD THE CROWD (3-5 pts)

- The judges will credit here: The suitable use of skills such as stunts, pyramids, basket tosses, tumbling and jumps to direct the crowd to follow cheer/sideline. Skills enhance and complement the crowd leading quality of the cheer.

##### DIFFICULTY OF PRACTICAL SKILLS (3-5 pts)

- The judges will credit here: The difficulty of practical skills (does not reflect execution). Effective incorporation of challenging skills that are practical and suitable. Note that all skills performed in the cheer/sideline only counts towards the crowd leading score sheet.

##### PERFORMANCE – PROPER TECHNIQUE, SYNCHRONIZATION, SPACING (3-5 pts)

- The judges will credit here: The demonstration of proper execution of skills such as stunts, pyramids, basket tosses, tumbling and jumps. How well the team performs together as a group and maintains uniformity, accuracy and control. The ability of team to gauge and position themselves correct distances between each other in and throughout all formations and transitions.

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#### • OVERALL CHEER IMPRESSION (3-5 points)

The judges will credit here: Appropriateness of cheer/sideline and choreography. Did the cheer/sideline leave a memorable and lasting impression?