



INDIANA CHEER CHAMPIONSHIP

TIME-OUT DIVISION SCORE SHEET

Maximum
Score

Routine Design	10	Crowd engagement for full time-out (including Entrance/Exit) Easy for crowd to follow and participate Involvement of Entire Squad Any use of props encourages crowd response <i>8.5 -10.0 Constantly; 6.5 -8.4 Frequently; 4.5 -6.4 Sometimes; 2.5-4.4 Rarely; 1.0-2.4 Seldom</i>	Any Jumps/Stunts/Tumbling encourages crowd response Visual variety Good use of performance space Good routine flow
Communication	10	Easy to understand, clear articulation Encourages Crowd Response Controlled pace/tempo <i>8.5 -10.0 Constantly; 6.5 -8.4 Frequently; 4.5 -6.4 Sometimes; 2.5-4.4 Rarely; 1.0-2.4 Seldom</i>	Strong voices, good volume Good Voice Inflection Synchronization of voices
Visual	10	Clear formations with correct spacing Good visual synchronization Appropriate use of motions <i>8.5 -10.0 Constantly; 6.5 -8.4 Frequently; 4.5 -6.4 Sometimes; 2.5-4.4 Rarely; 1.0-2.4 Seldom</i>	Proper control and correct placement of movements Sharpness, Strength of Motions Skills done with proper technique
Performance/ Showmanship	10	Natural smiles and facial expressions Energetic, Encouraging, Enthusiastic Good eye contact <i>8.5 -10.0 Constantly; 6.5 -8.4 Frequently; 4.5 -6.4 Sometimes; 2.5-4.4 Rarely; 1.0-2.4 Seldom</i>	Genuine spirit Confident Leadership
Overall Impression	10	Audience Appropriateness Crowd Appeal Originality Overall Effectiveness <i>Average performances will score 5 points</i>	

Comments:

TOTAL	50	
-------	----	--

Teams will have 1 minute 15 seconds to lead cheers, chants, or traditional crowd oriented material in an environment comparable to a basketball game time-out. No music or recordings will be allowed. A scoreboard clock will be used. A buzzer will begin and end the performance time, and a warning sound will be given when 15 seconds are left in the performance time. Teams may not enter the performance area until the performance time begins. No props, signs, poms, etc will be permitted to be pre-set. All cheerleaders and props must be off the performance floor by the final buzzer. Any tumbling, stunting, or other skills will be judged by evaluating their potential/effectiveness in promoting spirit and gaining crowd response or reaction. These skills are NOT required. While the crowd will be encouraged to cheer and respond to the teams on the floor, the judges will not consider the volume of the crowd response or the number of audience members who are responding, but instead will consider the potential for crowd response. It is our goal to make this a "fan friendly" event - fast paced, minimum time between teams, spirited music playing between each group. The competition will be performed on the same competition mats (9) used for all Indiana Cheer Championship competitions. However, in an effort to make this experience similar to a basketball game time-out, groups will be limited to skills permitted ON A GYM FLOOR in the current NFHS Spirit Rules Book. (For example: No basket tosses, elevator tosses, or similar multi-base tosses. No airborne twisting tumbling skills) In addition to NFHS Spirit Rules: No inverted stunts will be allowed. No twisting into or out of stunts. No single leg extended stunts. Legal props as defined by the current NFHS Spirit Rules Book are permitted (poms, signs, megaphones, flags), but are not required, however boxes or other props that are designed to be stood on are not permitted at competitions due to space limits.. Mascots may be included in the Time-Out Division, but are limited to the same props as cheerleaders, and are not allowed to stunt.