

# Cheerleading Event Rules

**This is a required event if you are going for the “Cup”**

A cheerleading squad should promote team spirit and elicit crowd response.

The judging sheets will be looking at three components: The team with the most points in a category will win that category in your Division.

1. **Most Technical:** (skill, exactness, timing)
2. **Most Original:** (did something no one else did, went the extra step)
3. **Best Choreography:** (best put together, difficulty was done throughout, smiled throughout, was loud throughout, started and ended enthusiastically)

## Rules:

1. Each Company will be allowed to field one (1) cheerleading squad.
2. Squad size is limited to a minimum of four (4) people and a maximum of twelve (12) people. Squads are to be coed.
3. Mounting is allowed.
4. No live animals can be used in routines.
5. 5 judges including 1 timing judge will be used for the competition. Each team will be judged on a cheer and dance component as well as for presentation and overall impression.
6. Optional gymnastics can be added.
7. You will have a maximum of 2 minutes 30 seconds  
Routines can have two components:  
**CHEER COMPONENT**  
Two (2) cheers and that must include your company name and the phrase “corporate cup” in at least one (1).  
**MUSIC/SKIT COMPONENT**  
Music or skit can be up to 1:30 minutes
8. Routine timing begins at the first word or music- a continuous clock will run through routine. A 10 point penalty for going over 2.5 minute time- limit.
9. Music needs to be on a CD. Each team needs to provide their own technical person to cue up their music at the correct time during the routine.
10. Routines need to be performed on performance floor- no going into the crowd
11. At least one member of the team must attend a mandatory “sound check” to be scheduled prior to the event. (preferably the technical person for routine)
12. Each squad will have 5 minutes of practice time on the floor prior to competition, teams will be assigned time slots. Additional information to come.
13. Cheerleaders should remain in the stands (or near the field) until called to be on deck.
14. **Scoring and Judging:** (total possible points)  
**Projection-** Voice Expression, Showmanship, spirit (10 points)  
**Cheer Fundamentals-** Motion technique, jumps, knowledge of cheer (25 points)  
**Dance/Choreography or Skit-** Variety, creativity, flow of routine, appropriate music (25 points)  
**Skit –** Knowledge of skit, all members participated (25 points)  
**Team Precision-** Precision of motions, Timing, Formations, spacing and transitions, degree of difficulty (20 points)  
**Overall Appeal-** Overall performance, execution, creativity, crowd appeal (20 points)