

CHEER DANCE
CHEER DANCE DOUBLES
JUNIOR & SENIOR

11. COMPETITION GUIDELINES (CHEER DANCE)

11.1. CATEGORIES & DIVISIONS / カテゴリー&部門

Cheer Dance in IFC is a unique style of Cheerleading activity that incorporates:

IFC におけるチアダンスとはチアリーディング活動における特別なスタイルであり、下記を合体させたものである。

- A combination of dance styles with compulsory elements included to create Cheer Dance.
必須要素であるチアダンスパートを含んだ様々なダンススタイルの組み合わせ
- Cheer spirit, power, energy, positive personality.
チアリーディング精神、パワー、エナジー、ポジティブな個性
- Effective use of pompons.
効果的なポンポンの使い方

DIVISION / 部門	SENIOR / シニア	JUNIOR / ジュニア
CHEER DANCE チアダンス	<p>*8-16 members (over 16 years old) 8 人から 16 人(16 歳以上)</p> <p>*3 substitutes 補欠は 3 人まで</p> <p>*Male and female can enter (the number of males cannot exceed 50 % of the team) 男女は問わない(男子の人数は全体の 50%を超えてはいけない)</p>	<p>*8-16 members (12 to 15 years old) 8 人から 16 人(12 歳から 15 歳)</p> <p>*3 substitutes 補欠は 3 人まで</p> <p>*Male and female can enter (the number of males cannot exceed 50 % of the team) 男女は問わない(男子の人数は全体の 50%を超えてはいけない)</p>
CHEER DANCE DOUBLES チアダンス・ダブルス	<p>*2 members (over 16 years old) 2 人(16 歳以上)</p> <p>*2 substitutes 補欠は 2 人まで</p> <p>*Male and female can enter 男女は問わない</p>	<p>*2 members (12 to 15 years old) 2 人(12 歳から 15 歳)</p> <p>*2 substitutes 補欠は 2 人まで</p> <p>*Male and female can enter 男女は問わない</p>

Note: 12-15 years old means 12-15 years + 364 days / 12 歳から 15 歳とは、15 歳と 364 日まで

- ◆ Every team member of senior must have reached the age of 16 (sixteen) on the day of the competition.
- ◆ Every team member of junior must have reached the age of 12 (twelve) to 15 (fifteen) on the day of the competition.
- ◆ Every team member has to have proof of nationality.
全てのメンバーは日本国籍が必要
- ◆ Every team needs the proof of insurance.
全てのチームは保険証書が必要
- ◆ Maximum 2 (two) coaches per team (Cheer Dance)
チアダンス 1 チームについてコーチは 2 名まで
- ◆ Maximum 1 (one) coach per team (Cheer Dance Doubles)
チアダンス・ダブルス 1 チームについてコーチは 1 名まで

11.2. ENTRY

- ◆ Athletes can compete in CHEER DANCE, CHEER DANCE DOUBLES, CHEERLEADING (All Female or Mixed, but not both), CHEERLEADING SMALL GROUPS (All Female or Mixed, but not both) and CHEERLEADING DOUBLES.
- ◆ If an athlete competes in more than 1 (one) of the above, please inform IFC head office

11.3. APPAREL

Appropriate uniforms and shoes are essential to secure not only the athletes own but also accompanying athletes from injuries. Uniforms and shoes must be appropriate for Cheer Dance.

Uniforms and shoes worn in the official championships must meet the requirements of the "**International Championships Standards for Uniforms and Shoes**" and/or have been examined and approved by the IFC.

Injuries and accidents caused by uniforms and/or shoes will be the responsibility of the team. Neither the IFC nor the host country will be held responsible.

Teams may display a sponsor's logo/patch/name on their uniform provided it is no bigger than the size of a credit card (about 2×3 inches).

In case of uncertainty, please contact the IFC before ordering your team's uniform and shoes.

(Dress code violation-see PENALTIES)

ユニフォームは選手本人を守ることはもちろん、チームメイトもケガから守ることができる(相手にケガを負わせない)ものであること。ユニフォームとシーブズはチアダンスに適したものでなければならない。公式大会で着用するユニフォームとシーブズは、ユニフォーム及びシーブズの国際大会規定に準じたものであり、かつ IFC が承認したものでなければならない。

ユニフォームやシーブズが原因で発生したケガや事故はチームの責任となる。IFC や主催国のどちらもその責任は負わない。チームはスポンサーのロゴや名前をユニフォームに着けることができるが、そのサイズはクレジットカードサイズ(2×3インチ)であること。不明な点はユニフォームやシーブズを作成する前に IFC に問い合わせること。

a) Uniform / ユニフォーム

Uniform or Costumes must be appropriate for dance. No see through material may be worn, but parts of uniform/costume may be flesh colored. Underwear may not be visible. No tear-away uniforms or removal of clothing is allowed. The uniform or costume must not be revealing. ユニフォームはダンスに適していること。シースルー(透けて見えるもの)は着用不可。ただし、ユニフォームの一部が肌色のものを使用することはできる。下着は見えないようにすること。着脱可能なものは使用不可。過度に肌を露出したユニフォーム は不可。

b) Shoes / シューズ

All athletes must wear proper, non-marking dance shoes (jazz shoes, ballet shoes, textile shoes or normal sports shoes, which cover toes and heel). Everyone must wear the same shoe color. 全選手は適切なマーキングのされていない(柄のない)シーブズ(つま先とかかとがカバーされているジャズシーブズ、バレーシューズ、通常のスポーツシーブズ)を着用すること。全選手同じ色のシーブズを着用すること。

c) Hair / 髮型

All athletes whose hair is longer than a bob have to tie it back from the face. It should be arranged so as not to block their view. Only flat hairpins may be worn.

Color: Natural looking hair color and/or uniform color for the whole team. ボブより長い場合は顔にかかるないように結ぶこと。視界を妨げないようにすること。フラットピンは使用可能。自然な髪色またはユニフォームのカラーに合わせて色であること。

d) Accessories & Jewelry / アクセサリー・ジュエリー

Watches, necklaces, earrings, body pierced and any other jewelry that might not only hurt wearer but also other athletes is strictly prohibited.

時計、ネックレス、イヤリング、ボディピアス等、その他貴金属類は着用不可。

e) Other / その他

- Fingernails should be cut short.
爪は切ること
- Athletes are not allowed to wear stockings, hats, and gloves.
ストッキング、帽子、手袋の着用は禁止

f) Medical Equipment & Athletic Supporter / 医療器具

Glasses (other than flexi-glass), hearing aids and/or other medical items may not be worn during the performance. The cheerleaders are not allowed to participate in the competition with body part completely fixed such as in plaster casts (Follow the judgments made by the committee). The cheerleaders' will to continue and actually being well enough to perform are totally different. Therefore, the injured cheerleader, the coach, and the team member should be consulted by doctors and specialists to determine the cheerleader's fitness. Also avoid using medical equipment and athletic supporter with hard material or metal, as there are risks of hurting the athlete as well as the co-performer. When using an athletic supporter with Velcro, fix it to the body well to prevent it from coming off. Usage of wrist band and tape only to avoid slipping are prohibited.

Please check with Competition Organizing Committee (COC) Chairperson prior to the CWC for exemptions.

Participants needing to wear such items must apply in writing to COC, and must have WRITTEN approval to do so.

メガネ、補聴器などの医療器具は演技中着用してはいけない。ギブスなどで体の一部を完全に固定した状態の選手は大会に出場することはできない。(委員会の判断に従う)

Preparing oneself to become a competitive athlete

Always focus on preparing yourself to give a healthy and positive image as an athlete. Excessive make up, body painting (drawing letters or patterns on face and body), immoderate nail polish and hair dye are considered inappropriate as an athlete, and are strictly prohibited.

11.4. PROPS

In Cheer Dace competitions the only allowed props are pompons.
ポンポン以外の手具は禁止

11.5. PERFORMANCE AREA

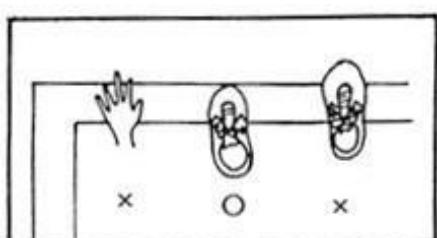
Competition area will be a 12m × 12m (twelve meters by twelve meters), taped off area. The dance floor should be made of parquet, laminate, professional dance floor or any other sort of wood.

No mats are allowed.

Cheerdancers are not allowed to step outside the marked area once the routine has started.
競技エリアは 12m 四方。

•Area Violation•

Any body parts contact with floor outside of the designated area during performance.
You may reach out the taped area to get approved props by hand(s).



12. GENERAL RULE (CHEER DANCE SENIOR)

12.1. PERFORMANCE TIME

Minimum time for the routine is **2:15** (two minutes fifteen seconds), maximum time limit is **2:30** (two minutes thirty seconds). The entire routine should be performed **with music**. Pompons should be used at least **1/3** (one third) of the routine. 演技時間は2分15秒から2分30秒。

全ての演技は音楽で構成されていること。ポンポンは演技時間の **1/3** の間使用しなければならない。

The Beginning and the Ending of the Routine / 演技の開始と終了

- The routine must begin within the marked competition area.
演技は演技エリアでスタートすること
- All team members must come to a complete standstill before beginning their routine.
演技は全選手は完全に止まった状態から開始すること
- Timing will begin with the first note of music
タイム計測は音楽開始でスタートする
- The timing will be stopped at the both on the last note of the music
タイム計測は音楽終了でストップする

Entrance and Exit

Props must be set on the performance area as quickly as possible. You have **60** (sixty) seconds to get set. Teams will exit the floor immediately following the routine. Although teams are allowed to show spirits briefly to crowd during entrance and exit, a time violation penalty will be assessed for any skill performed before or after the allotted routine time. (No tumbling, jumps upon entrance & exiting)

手具はできるだけ早くセッティングすること。セッティング時間は60秒間とする。演技終了後、チームは素早く退場すること。入退場時にアピールすることはできるが、タンブリングやジャンプなどの技術を実施した場合は入退場時間規則を科す。

• Time Violation • (10 points deducted see PENALTY) 時間規則違反(10点減点)

*In case that routine time is shorter than 2:15, or longer than 2:30.

演技時間が2分15秒より短く、2分30秒より長い場合

*In case that pompon time is shorter than 1/3 (one third) of the routine.

演技時間の1/3以上ポンポンを使用していない場合

• Entrance and Exit Violation • (5 points deducted see-PENALTY) 入退場違反(5点減点)

*In case that entrance time is over 60 seconds.

入退場が60秒以上であった場合

12.2. ROUTINE ELEMENTS / 演技要素

Pompons must be used continuously by all participants (optional for males) **for 1/3 (one third) of the routine time** (e.g. if routine has a length of 2:30 minutes, teams must use pompons for more than 50 seconds.)

Props (except pompons) are prohibited. Cheers, chants, stunts, tumbling, pyramids and acrobatics (hips must not rotate over shoulder(s)) are prohibited.

All compulsory elements have to be performed by all team members at the sametime or in a ripple. ポンポンは全演技時間の1/3使用すること。(演技時間が2分30秒の場合、50秒以上使用する)ポンポン以外の手具の使用は禁止。チア、チャント、スタンツ、タンブリング、ピラミッド、アクロバティックな動き(お尻が肩を超える動作)は禁止。

全ての規定要素は全員で同時またはリップルで実施すること。

The routine may encompass a variety of dance styles such as (but not limited to) jazz, funk, pop, lyrical, novelty, etc.
演技はジャズ、ファンク、ポップ、リリカル、ノベルティなど様々な種類を組み込むこと。

Compulsory elements / 規定要素

- ◆ Minimum 2 (two) different pirouettes of which 1 (one) must be a double
最低 2 種類のピルエット、内ひとつはダブルピルエット
- ◆ Minimum 3 (three) different high kicks
最低 3 種類のハイキック
- ◆ Minimum 1 (one) split front or side
最低 1 回の前後または横のスプリット
- ◆ Minimum 3 (three) different jumps (all team members must show the same jumps)
最低 3 種類のジャンプ(全選手同じジャンプを実施すること)
- ◆ Minimum 2 (two) different leaps (all team members must show the same leaps)
最低 2 種類のリープ(全選手同じリープを実施すること)
- ◆ Cheer arm motions with a minimum of 8 (eight) counts
8 カウントのモーション

13. GENERAL RULE (CHEER DANCE JUNIOR)

13.1. PERFORMANCE TIME

Minimum time for the routine is **2:15** (two minutes fifteen seconds), maximum time limit is **2:30** (two minutes thirty seconds). The entire routine should be performed **with music**. Pompons should be used at least 1/3 (one third) of the routine.

The Beginning and the Ending of the Routine

- The routine must begin within the marked competition area.
- All team members must come to a complete standstill before beginning their routine.
- Timing will begin with the first note of music
- The timing will be stopped at the both on the last note of the music

Entrance and Exit

Props must be set on the performance area as quickly as possible. You have **60** (sixty) seconds to get set. Teams will exit the floor immediately following the routine. Although teams are allowed to show spirits briefly to crowd during entrance and exit, a time violation penalty will be assessed for any skill performed before or after the allotted routine time. (No tumbling, jumps upon entrance & exiting)

• **Time Violation** (10 points deducted see PENALTY)

*In case that routine time is shorter than 2:15, or longer than 2:30.

*In case that pompon time is shorter than 1/3 (one third) of the routine.

• **Entrance and Exit Violation** (5 points deducted see-PENALTY)

*In case that entrance time is over 60 seconds.

13.2. ROUTINE ELEMENTS

Pompons must be used continuously by all participants (optional for males) **for 1/3 (one third) of the routine time** (e.g. if routine has a length of 2:30 minutes, teams must use pompons for more than 50 seconds.) Props (except pompons) are prohibited. Cheers, chants, stunts, tumbling, pyramids and acrobatics (hips must not rotate over shoulder(s) are prohibited. **All compulsory elements have to be performed by all team members at the same time or in a ripple.**

The routine may encompass a variety of dance styles such as (but not limited to) jazz, funk, pop, lyrical, novelty, etc.

Compulsory elements

- ◆ Minimum 1 (one) double pirouette
最低 1 回のダブルピルエット
- ◆ Minimum 2 (two) high kicks
最低 2 回のハイキック
- ◆ Minimum 1 (one) split front or side
最低 1 回の前後または横のスプリット
- ◆ Minimum 2 (two) jumps (all team members must show the same jumps)
最低 2 回のジャンプ(全選手同じジャンプを実施すること)
- ◆ Minimum 2 (two) leaps (all team members must show the same leaps)
最低 2 回のリープ(全選手同じリープを実施すること)
- ◆ Cheer arm motions with a minimum of 8 (eight) counts
8 カウントのモーション

14. GENERAL RULE (CHEER DANCE DOUBLES SENIOR)

14.1. PERFORMANCE TIME / 演技時間

Minimum time for the routine is **1:15** (one minute fifteen seconds), maximum time limit is **1:30** (one minute thirty seconds).

演技時間は 1 分 15 秒から 1 分 30 秒。

演技は全て音楽で構成されていること。ポンポンは演技時間の 1/3 の間使用しなければならない。

The Beginning and the Ending of the Routine

- The routine must begin within the marked competition area.
- All team members must come to a complete standstill before beginning their routine.
- Timing will begin with the first note of music
- The timing will be stopped at the both on the last note of the music

Entrance and Exit

Props must be set on the performance area as quickly as possible. You have **60** (sixty) seconds to get set. Teams will exit the floor immediately following the routine. Although teams are allowed to show spirits briefly to crowd during entrance and exit, a time violation penalty will be assessed for any skill performed before or after the allotted routine time. (No tumbling, jumps upon entrance & exiting)

• Time Violation (2 points deducted see PENALTY) 時間規則違反(2点減点)

*In case that routine time is shorter than 1:15, or longer than 1:30.

*In case that pompon time is shorter than 1/3 (one third) of the routine.

• Entrance and Exit Violation (2 points deducted see PENALTY) 入退場違反(2点減点)

*In case that entrance time is over 60 seconds.

14.2. ROUTINE ELEMENTS

Pompons must be used continuously by all participants (optional for males) **for 1/3 (one third) of the routine time** Props (except pompons) are prohibited. Cheers, chants, stunts, tumbling, pyramids and acrobatics (hips must not rotate over shoulder(s) are prohibited. **All compulsory elements have to be performed by all team members at the same time or in a ripple.**

ポンポンは演技時間の 1/3 使用すること。男性が使用するかどうかは選択可能。

ポンポン以外の手具の使用は禁止。チア、チャント、スタンツ、タンブリング、ピラミッド、お尻が肩の上を越えるようなアコロバティックな動きは禁止。全ての規定 要素は全員で同時またはリップルで行うこと。

The routine may encompass a variety of dance styles such as (but not limited to) jazz, funk, pop, lyrical, novelty, etc.

Compulsory elements

- ◆ Minimum 2 (two) different pirouettes of which 1 (one) must be a double
最低 2 種類のピルエット、その内 1 つはダブルピルエット
- ◆ Minimum 3 (three) different highkicks
最低 3 種類のハイキック
- ◆ Minimum 1 (one) split front or side
最低 1 回の前後または横のスプリット

- ◆ Minimum 3 (three) different jumps (all team members must show the same jumps)
最低 3 種類のジャンプ(全員が同じ種類のジャンプを実施すること)
- ◆ Minimum 2 (two) different leaps (all team members must show the same leaps)
最低 2 種類のリープ(全員が同じ種類のリープを実施すること)
- ◆ Cheer arm motions with a minimum of 8 (eight) counts
最低 8 カウントのアームモーション

15. GENERAL RULE (CHEER DANCE DOUBLES JUNIOR)

15.1. PERFORMANCE TIME

Minimum time for the routine is **1:15** (one minutes fifteen seconds), maximum time limit is **1:30** (one minutes thirty seconds). The entire routine should be performed **with music**. Pompons should be used at least 1/3 (one third) of the routine.

演技時間は 1 分 15 秒から 1 分 30 秒。全ての演技は音楽とあわせて実施すること。

ポンポンは演技全体時間の 1/3 で使用すること。

The Beginning and the Ending of the Routine

- The routine must begin within the marked competition area.
- All team members must come to a complete standstill before beginning their routine.
- Timing will begin with the first note of music
- The timing will be stopped at the both on the last note of the music

Entrance and Exit

Props must be set on the performance area as quickly as possible. You have **60** (sixty) seconds to get set. Teams will exit the floor immediately following the routine. Although teams are allowed to show spirits briefly to crowd during entrance and exit, a time violation penalty will be assessed for any skill performed before or after the allotted routine time. (No tumbling, jumps upon entrance & exiting)

• Time Violation • (2 points deducted see PENALTY)

*In case that routine time is shorter than 1:15, or longer than 1:30.

*In case that pompon time is shorter than 1/3 (one third) of the routine.

• Entrance and Exit Violation • (2 points deducted see-PENALTY)

*In case that entrance time is over 60 seconds.

15.2. ROUTINE ELEMENTS

Pompons must be used continuously by all participants (optional for males) **for 1/3 (one third) of the routine time**. Props (except pompons) are prohibited. Cheers, chants, stunts, tumbling, pyramids and acrobatics (hips must not rotate over shoulder(s) are prohibited. **All compulsory elements have to be performed by all team members at the same time or in a ripple.**

The routine may encompass a variety of dance styles such as (but not limited to) jazz, funk, pop, lyrical, novelty, etc.

Compulsory elements

- ◆ Minimum 1 (one) double pirouette
最低 1 回のダブルピルエット
- ◆ Minimum 2 (two) high kicks
最低 2 回のハイキック
- ◆ Minimum 1 (one) split front or side
最低 1 回の前後または横のスプリット
- ◆ Minimum 2 (two) jumps (all team members must show the same jumps)
最低 2 回のジャンプ(全員が同じジャンプを実施すること)

- ◆ Minimum 2 (two) leaps (all team members must show the same leaps)
最低 2 回のリープ(全員が同じリープを実施すること)
- ◆ Cheer arm motions with a minimum of 8 (eight) counts
最低 8 カウントのアームモーション

16. JUDGING (CHEER DANCE)

16.1. JUDGING SHEET FOR CHEER DANCE (SENIOR & JUNIOR)

TECHNIQUE (技術)

1. Dance Expression (ダンス表現)	0·1·2·3·4·5·6·7·8·9·10
2. Pirouettes/ Turns (ピルエット／ターン)	0·1·2·3·4·5·6·7·8·9·10
3. Flexibility/Kicks&Splits (柔軟性／キック・スプリット)	0·1·2·3·4·5·6·7·8·9·10
4. Cheer Jumps (ジャンプ)	0·1·2·3·4·5·6·7·8·9·10
5. Leaps (リープ)	0·1·2·3·4·5·6·7·8·9·10
6. Dance Arm Motions (モーション)	0·1·2·3·4·5

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CHOREOGRAPHY (演技構成)

1. Difficulty (難易度)	0·1·2·3·4·5·6·7·8·9·10
2. Visual Effects (視覚的効果)	0·1·2·3·4·5·6·7·8·9·10
3. Flow of Routine (演技の流れ)	0·1·2·3·4·5

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EXECUTION (実効性)

1. Formation / Transition (フォーメーション／展開)	0·1·2·3·4·5·6·7·8·9·10
2. Synchronization (同調性)	0·1·2·3·4·5·6·7·8·9·10

/20

/100

16.2. JUDGING GUIDELINES (CHEER DANCE)

TECHNIQUE

1. DANCE EXPRESSION (10 points) ダンス表現

Points to be aware of: Dance technique of different styles. Eye contact, Facial expression, Enthusiasm, Spirit, Crowd appeal
注意事項: 異なる種類のダンステクニック、アイコンタクト、表情、元気よさ、精神、クラウドアピール

2. PIROUETTES/TURNS (10 points) ピルエット／ターン

Points to be aware of: Stability, Sharpness, Perfection, Difficulty, Combination, Tempo
注意事項: 安定感、シャープさ、完成度、難易度、コンビネーション、テンポ

3. FLEXIBILITY / KICKS & SPLITS (10 points) 柔軟性／キック・スプリット

Points to be aware of: Flexibility, Technique, Body control, Sharpness, Difficulty, Combination, Use in routine, Variety
注意事項: 柔軟性、テクニック、体のコントロール、シャープさ、難易度、コンビネーション、演技のバラエティ性

4. CHEER JUMPS (10 points) ジャンプ

Points to be aware of: Height, Power, Speed, Technique, Difficulty, Combination
注意事項: 高さ、パワー、スピード、テクニック、難易度、コンビネーション

5. LEAPS (10 points) リープ

Points to be aware of: Variety, Technique, Difficulty, Combination
注意事項: バラエティ性、テクニック、難易度、コンビネーション

6. DANCE ARM MOTIONS (5 points) アームモーション

Points to be aware of: Sharpness, Speed, Accuracy, Creativity, Synchronization, placement
注意事項: シャープさ、スピード、正確性、創造性、創造性、同調性、正確な位置

CHOREOGRAPHY

1. DIFFICULTY (10 points) 難易度

Points to be aware of: Degree of difficulty, Consistency of standards, Skill of members, Intensity, Speed. Use of many difficult skills and dance elements, difficulty of connected elements, speed and intensive routine, rhythm changes, it is appropriate for all members of team. 注意事項: 難易度(難易度レベル)、基準との合致、強さ、選手の技術力、スピード。難しい技術またはダンス要素の使用頻度、つなぎの

難しさ、演技のスピードと強さ、リズムの変化、チーム内全選手に適用される(選手の1部が難しいスキルを実施するのではなく、全員が実施できる方が良い)。

2. VISUAL EFFECTS (10 points) 視覚的効果

Points to be aware of: Variety of dance styles, Effectiveness of style changes, Creativity, Originality, Use of poms, ripples, levels, groups
注意事項: ダンスの種類、効果的なスタイルの変化、創造性、独創性、ポンポンの使い方、リップル、レベル、グループ

3. FLOW OF ROUTINE (5 points) 演技の流れ

Points to be aware of: Flow, Speed, Energy, Spacing, Transitions, Appropriateness of dance styles, use of music

注意事項: 流れ、スピード、エナジー、スペーシング、トランジション、適切なダンススタイル、音楽の使用方法

EXECUTION

1. FORMATIONS / Transition (10 points) フォーメーション／トランジション

Points to be aware of: Spacing, Variety, Perfection, Level changes, Easy of transition, Seamless

注意事項: スペーシング、種類、完成度、レベルチェンジ、整理されたトランジション、スムーズさ

2. SYNCHRONIZATION (10 points) 同調性

Points to be aware of: Accuracy, Consistency, Perfection, Difficulty level, Unity, Power, Timing.

注意事項: 正確性、合致、完成度、難易度のレベル、統合性、パワー、タイミング

16.3. JUDGING SHEET FOR CHEER DANCE DOUBLES (SENIOR & JUNIOR)

1. Dance Expression／ダンス表現	0·1·2·3·4·5·6·7·8·9·10
2. Compulsory Elements(Technique)／規定要素 (技術力)	0·1·2·3·4·5·6·7·8·9·10
3. Compulsory Elements(Difficulty)／規定要素 (難易度)	0·1·2·3·4·5·6·7·8·9·10
4. Choreography／演技構成	0·1·2·3·4·5·6·7·8·9·10
5. Overall Evaluation／全体評価	0·1·2·3·4·5·6·7·8·9·10

/50

16.4. JUDGING GUIDELINE (CHEER DANCE DOUBLES)

1. DANCE EXPRESSION(10 points)／ダンス表現

Points to be aware of: dance technique of different styles, eye contact, facial expression

注意事項: 異なる種類のダンステクニック、アイコンタクト、表情

2. COMPULSORY ELEMENTS(TECHNIQUE)／規定要素(テクニック)

Points to be aware of: technique

注意事項: テクニック

3. COMPULSORY ELEMENTS(DIFFICULTY)／規定要素(難易度)

Points to be aware of: difficulty

注意事項: 難易度

4. CHOREOGRAPHY／演技構成

Points to be aware of: flow, use of music and space, visual effects

注意事項: 流れ、音楽やスペースの使用方法、視覚的効果

5. OVERALL EVALUATION／全体評価

Points to be aware of: energy, confidence, synchronization, crowd appeal

注意事項: エナジー、自信、同調性、観客へのアピール

16.5. PENALTIES / 罰則

ALL CATEGORIES/DIVISIONS

a) WITHDRAWAL / 辞退

Failure to notify the COC chairperson and the Host of withdrawal from competing in the CWC prior to the championships in writing will result in the country having to pay a penalty.

Any vulgar, racist, suggestive language or movements could result in disqualification.

b) AGE / 年齢

Any violation against the stated age will be penalized with the **disqualification of the TEAM** concerned.

c) DRESS CODE / 服装

Any violation against the dress code will be penalized with the **disqualification of the TEAM** concerned.

Performing with jewelry and accessories will result in **TEAM disqualification**.

Performing with a medical item not agreed on by the COC Officer prior to the CWC will result in **TEAM disqualification**.

CHEER DANCE

a) TIME VIOLATION / 時間規則違反 10 点減点

A **penalty of 10 (ten) points** will be deducted from the final score for a time violation.

b) POMPON GUIDLINES VIOLATION / ポンポン・ガイドライン違反

A **penalty of 10 (ten) points** will be deducted from the final score for a pompon time violation.

A penalty of 1 point will be deducted from the final score for each dropped pompon. Choreographed throws will not be considered a drop.

ポンポンを使用する時間が足りない場合、10 点減点

ポンポンを落とすと 1 点減点。演技構成として投げる動作が組み込まれている場合は減点の対象外

c) ENTRANCE and EXIT VIOLATION / 入退場違反 5 点減点

A **penalty of 5 (five) points** will be deducted from the final score.

d) AREA VIOLATION / ラインオーバー 5 点減点

A **penalty of 5 (five) points** will be deducted from the final score for any line violation (A penalty will be taken for each line over, each time).

e) SAFETY GUIDELINE VIOLATION / 安全規則違反

A **penalty of 10 (ten) points** will be deducted from the final score for every time a violation of the Safety Guideline occurs.

A penalty of 20 (twenty) points for each forbidden element will be deducted from the final score.

禁止された要素を実施した場合は、1 要素につき 20 点減点

A penalty of 1 (one) point for each dropped accessory will be deducted from the final score.

アクセサリーを落とした場合、1 につき 1 点減点

f) COMPULSORY ELEMENTS VIOLATION / 規定要素違反

A **penalty of 10 (ten) points** will be deducted from the final score for failure to perform any of compulsory elements. (If the athlete cannot do the compulsory elements because of injury during the performance, it will not be considered a violation.)

規定要素が実施されなかった場合、1 につき 10 点減点。

ただし、演技中の怪我などにより実施できなかった場合は減点対象外)

CHEER DANCE DOUBLES / チアダンス・ダブルス

a) TIME VIOLATION 時間規則違反 2点減点

A **penalty of 2 (two) points** will be deducted from the final score for a time violation.

b) POMPON TIME VIOLATION ポンポン使用時間違反 2点減点

A **penalty of 2 (two) points** will be deducted from the final score for a pompon time violation.

c) ENTRANCE and EXIT VIOLATION 入退場違反 2点減点

A **penalty of 2 (two) points** will be deducted from the final score.

d) AREA VIOLATION ラインオーバー 2点減点

A **penalty of 2 (two) points** will be deducted from the final score for any line violation (A penalty will be taken for each line over, each time).

e) SAFETY GUIDELINE VIOLATION 安全規則違反 2点減点

A **penalty of 2 (two) points** will be deducted from the final score for every time a violation of the Safety Guideline occurs.

f) COMPULSORY ELEMENTS VIOLATION 演技内容違反 2点減点

A **penalty of 2 (two) points** will be deducted from the final score for failure to perform compulsory elements. (If the athlete cannot do the compulsory elements because of injury during the performance, it will not be considered a violation.)