

# **SPIRIT PROGRAM GAME DAY SCORE SHEET**



Fight Song	Points
<i>Sights</i> <i>Content: Visual appeal and crowd coverage</i> <i>Execution: Synchronization, spacing, timing, collaboration/uniformity between participants, technique of skills and musical elements</i>	10
<i>Sounds</i> <i>Content: Collaboration of musical and callback elements</i> <i>Execution: Voice, pace, flow, musicality, technique</i>	10
<i>Crowd Engagement</i> <i>Content: Material that encourages a crowd response</i> <i>Execution: Ability and genuine energy to lead the crowd; Appropriate use of props/instruments</i>	10
Sideline/Chant	Points
<i>Sights</i> <i>Content: Visual appeal and crowd coverage</i> <i>Execution: Synchronization, spacing, timing, collaboration/uniformity between participants, technique of skills and musical elements</i>	10
<i>Sounds</i> <i>Content: Material relevant to the game day environment</i> <i>Execution: Voice, pace, flow, technique, rhythm</i>	10
<i>Crowd Engagement</i> <i>Content: Material that encourages a crowd response</i> <i>Execution: Ability and genuine energy to lead the crowd; Appropriate use of props/instruments</i>	10
Timeout/Tradition	Points
<i>Sights</i> <i>Content: Visual appeal and crowd coverage</i> <i>Execution: Synchronization, spacing, timing, collaboration/uniformity between participants, technique of skills and musical elements</i>	10
<i>Sounds</i> <i>Content: Collaboration of musical and callback elements</i> <i>Execution: Voice, pace, flow, musicality, technique</i>	10
<i>Crowd Engagement</i> <i>Content: Material that encourages a crowd response</i> <i>Execution: Ability and genuine energy to lead the crowd; Appropriate use of props/instruments</i>	10
Overall Impression/Collaboration of Spirit Program	Points
<i>Genuine school spirit and fun energy</i> <i>Consistency and uniformity of program</i> <i>Entertainment value</i>	10
<b>Total Possible</b>	<b>100</b>