

Spirit Program Game Day Score Sheet



FIGHT SONG - 30 POINTS		POINTS
GAME DAY MATERIAL & VISUAL APPEAL <i>Ability to engage the crowd with practical material and relevant skills that elicit a response; Effective crowd coverage; Voice, pace, flow, crowd engagement, musicality, tempo, rhythm</i>		10
EXECUTION OF SKILLS & TECHNICAL ELEMENTS <i>Technique, stability, synchronization, & spacing; Uniformity of skills and technical elements; Quality of tone, pitch, articulations, balance, blend</i>		10
EXECUTION OF MOTIONS & MOVEMENT <i>Precision, proper control, sharpness, placement, quality of strength & synchronization of motions and movement; Consistent and even spacing throughout</i>		5
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, rally towels, flags, and/or instruments; Timing & execution; Use of dynamics and phrasing</i>		5
SIDELINE/CHANT - 30 POINTS		POINTS
GAME DAY MATERIAL & VISUAL APPEAL <i>Ability to engage the crowd with practical material and relevant skills that elicit a response; Effective crowd coverage; Voice, pace, flow, crowd engagement, musicality, tempo, rhythm</i>		10
EXECUTION OF SKILLS & TECHNICAL ELEMENTS <i>Technique, stability, synchronization, & spacing; Uniformity of skills and technical elements; Quality of tone, pitch, articulations, balance, blend</i>		10
EXECUTION OF MOTIONS & MOVEMENT <i>Precision, proper control, sharpness, placement, quality of strength & synchronization of motions and movement; Consistent and even spacing throughout</i>		5
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, rally towels, flags, and/or instruments; Timing & execution; Use of dynamics and phrasing</i>		5
TIMEOUT/TRADITION - 30 POINTS		POINTS
GAME DAY MATERIAL & VISUAL APPEAL <i>Ability to engage the crowd with practical material and relevant skills that elicit a response; Effective crowd coverage; Voice, pace, flow, crowd engagement, musicality, tempo, rhythm</i>		10
EXECUTION OF SKILLS & TECHNICAL ELEMENTS <i>Technique, stability, synchronization, & spacing; Uniformity of skills and technical elements; Quality of tone, pitch, articulations, balance, blend</i>		10
EXECUTION OF MOTIONS & MOVEMENT <i>Precision, proper control, sharpness, placement, quality of strength & synchronization of motions and movement; Consistent and even spacing throughout</i>		5
CROWD LEADING TOOLS <i>Proper use of signs, poms, megaphones, rally towels, flags, and/or instruments; Timing & execution; Use of dynamics and phrasing</i>		5
OVERALL IMPRESSION - 10 POINTS		POINTS
*Averaged across Fight Song, Sideline, & Timeout		
<i>Leadership to engage & connect with the crowd; Leave a lasting impression while maintaining an overall Collegiate Image; Integration & coordination of all performers for one cohesive program; Transitions between elements</i>		10
TOTAL POSSIBLE		100