

# SPIRIT PROGRAM GAME DAY SCORE SHEET



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