



# 2020-2021 SPIRIT COMPETITIONS

College Cheer Game Day - Band Chant  
Routine Structure/Choreography

**Team Name:**

**Division:**

**# On Team**

Game Day Material	Max Value	Score	Comments:
<ul style="list-style-type: none"> <li>Proper &amp; practical use of material relevant to game day environment.</li> </ul>	10.0		
<b>Crowd Communication Skills</b>			
<ul style="list-style-type: none"> <li>Use of crowd encouragement and ability to cue crowd.</li> </ul>	10.0		
<b>Visuals/Variety</b>			
<ul style="list-style-type: none"> <li>Use of variety of movements to compliment the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels.</li> </ul>	10.0		
<b>Crowd Leading Tools</b>			
<ul style="list-style-type: none"> <li>Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.</li> </ul>	10.0		
<b>Formations/Transitions</b>			
<ul style="list-style-type: none"> <li>Crowd coverage. Creative, visual &amp; effective formations &amp; ways to move from one formation to another.</li> </ul>	10.0		
<b>TOTAL SCORE</b>	<b>50.0</b>		

- Proper & practical use of material relevant to game day environment.

10.0

### Crowd Communication Skills

- Use of crowd encouragement and ability to cue crowd.

10.0

### Visuals/Variety

- Use of variety of movements to compliment the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels.

10.0

### Crowd Leading Tools

- Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.

10.0

### Formations/Transitions

- Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.

10.0

**TOTAL SCORE**

**50.0**

*Routine Structure/Choreography*

Judge:

