




# 2020-2021 SPIRIT COMPETITIONS

## College Cheer Game Day Situational Sideline/Crowd Leading Cheer Crowd Leading/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>Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd.</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>Incorporation of Skills</b>			
<ul style="list-style-type: none"> <li>Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps).</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>		Judge: <input type="text"/> 










**Crowd Leading/Choreography**