



2020-2021 SPIRIT COMPETITIONS

Crowdleader™ Teams
Routine Structure/Crowd Leading/Choreography

Team Name:

Division:

On Team

Band Chant	Max Value	Score	Comments:
Game Day Material <ul style="list-style-type: none"> Proper & practical use of material relevant to game day environment. 	10		
Crowd Communication Skills <ul style="list-style-type: none"> Use of crowd encouragement and ability to cue crowd. 	10		
Visuals/Variety <ul style="list-style-type: none"> Use of variety of movements to complement the music, visual effects and creative movement within groups and levels. 	10		
Crowd Leading Tools <ul style="list-style-type: none"> Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd. 	10		
Formations/Transitions <ul style="list-style-type: none"> Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. 	10		
Fight Song	Max Value	Score	
Game Day Material <ul style="list-style-type: none"> Proper & practical use of material and props, if applicable, relevant to game day environment. 	10		
Incorporation of Skills <ul style="list-style-type: none"> Skills incorporated to enhance the squad's ability to properly lead the crowd. 	10		
Visuals/Variety <ul style="list-style-type: none"> Use of variety of movements to complement the music, visual effects and creative movement within groups. 	10		
Formations/Transitions <ul style="list-style-type: none"> Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. 	10		
Situational Sideline/Crowd Leading Cheer	Max Value	Score	
Game Day Material <ul style="list-style-type: none"> Proper & practical use of material relevant to game day environment. 	10		
Crowd Communication Skills <ul style="list-style-type: none"> Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd. 	10		
Crowd Leading Tools <ul style="list-style-type: none"> Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd. 	10		
Incorporation of Skills <ul style="list-style-type: none"> Skills incorporated to enhance the squad's ability to properly lead the crowd. 	10		
Formations/Transitions <ul style="list-style-type: none"> Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. 	10		
TOTAL SCORE	140		

ROUTINE STRUCTURE/CROWD LEADING/CHOREOGRAPHY

Judge:



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Crowdleader™ Teams
Execution

Team Name:

Division:

On Team

Band Chant

Max
Value

Score

Comments:

Motion Strength/Placement <ul style="list-style-type: none"> Sharpness, strength of motion. Proper control & placement of motions. 	10	
Synchronization <ul style="list-style-type: none"> Timing of movement throughout routine. 	10	
Spacing <ul style="list-style-type: none"> Spacing of squad members in relation to each other. 	10	

Fight Song

Max
Value

Score

Motion Strength/Placement <ul style="list-style-type: none"> Sharpness, strength of motion. Proper control & placement of motions. 	10	
Synchronization <ul style="list-style-type: none"> Timing of movement throughout routine. 	10	
Spacing <ul style="list-style-type: none"> Spacing of squad members in relation to each other. 	10	
Skill Execution <ul style="list-style-type: none"> Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps) 	10	

Situational Sideline/Crowd Leading Cheer

Max
Value

Score

Motion Strength/Placement <ul style="list-style-type: none"> Sharpness, strength of motion. Proper control & placement of motions. 	10	
Voice & Pace <ul style="list-style-type: none"> Loud, natural voices with appropriate inflection & easy to follow. Moderate, controlled pace. 	10	
Skill Execution <ul style="list-style-type: none"> Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps) 	10	

TOTAL SCORE

100

EXECUTION

Judge:



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**2020-2021 SPIRIT
COMPETITIONS**

Crowdleader™ Teams
Showmanship

Team Name:

Division:

On Team

Band Chant	Max Value	Score	Comments:
Crowd Appeal • Voice, energy, showmanship, facial expression, eye contact & overall connection to the crowd.	10		
Overall Impression • Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10		
Fight Song	Max Value	Score	
Crowd Appeal • Voice, energy, showmanship, facial expression, eye contact & overall connection to the crowd.	10		
Overall Impression • Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10		
Situational Sideline/Crowd Leading Cheer	Max Value	Score	
Crowd Appeal • Energy, showmanship, facial expression, eye contact & overall connection to the crowd.	10		
Overall Impression • Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.	10		
TOTAL SCORE	60		

SHOWMANSHIP

Judge:

