



# 2021-2022 SPIRIT COMPETITIONS

## College Cheer Game Day Fight Song - Routine Structure/Choreography

**Team Name:**
**Division:**
**# On Team**
**Game Day Material**
**Max  
Value**
**Score**
**Comments:**

- Proper & practical use of material, and props, if applicable, relevant to game day environment.

**10.0**
**Incorporation of Skills**

- Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps).

**10.0**
**Visuals/Variety**

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

**10.0**
**Formations/Transitions**

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

**10.0**
**TOTAL SCORE**
**40.0**
**Routine Structure/Choreography**
**Judge:**




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## College Cheer Game Day Fight Song - Execution

**Team Name:**
**Division:**
**# On Team**

<b>Motion Strength/Placement</b>	<b>Max Value</b>	<b>Score</b>	<b>Comments:</b>
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- Sharpness, strength of motion. Proper control & placement of motions.

**10.0**
**Synchronization**

- Timing of movement throughout routine.

**10.0**
**Spacing**

- Spacing of squad members in relation to each other.

**10.0**
**Skill Execution**

- Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps).

**10.0**
**Execution**
**TOTAL SCORE 40.0**
**Judge:**




# 2021-2022 SPIRIT COMPETITIONS

## College Cheer Game Day Fight Song Showmanship

**Team Name:**
**Division:**
**# On Team**

<b>Crowd Appeal</b>	<b>Max Value</b>	<b>Score</b>	<b>Comments:</b>
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- Voice, energy, showmanship, facial expression, eye contact & overall connection to the crowd.

**10.0**
**Overall Impression**

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

**10.0**
**TOTAL SCORE 20.0**
**Showmanship**
**Judge:**
