



2022-2023 SPIRIT COMPETITIONS

College Cheer Game Day
Situational Sideline/Cheer
Crowd Leading/Choreography

Team Name:

Division:

On Team

Game Day Material	Max Value	Score	Comments:
<ul style="list-style-type: none"> Proper & practical use of material relevant to game day environment. 	10.0		
Crowd Communication Skills			
<ul style="list-style-type: none"> Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd. 	10.0		
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. 	10.0		
Incorporation of Skills			
<ul style="list-style-type: none"> Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps). 	10.0		
Formations/Transitions			
<ul style="list-style-type: none"> Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. 	10.0		
TOTAL SCORE	50.0		<p><i>Crowd Leading/Choreography</i></p> <p>Judge: _____</p>

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

10.0

Crowd Communication Skills

- Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd.

10.0

Crowd Leading Tools

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

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

Formations/Transitions

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

10.0

TOTAL SCORE

50.0

Crowd Leading/Choreography

Judge: _____



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Execution

Team Name:

Division:

On Team

Motion Strength/Placement	Max Value	Score	Comments:
<ul style="list-style-type: none"> Sharpness, strength of motion. Proper control & placement of motions. 	10.0		
Voice & Pace			
<ul style="list-style-type: none"> Loud, natural voices with appropriate inflection & easy to follow. Moderate, controlled pace. 	10.0		
Skill Execution			
<ul style="list-style-type: none"> Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps). 	10.0		
TOTAL SCORE	30.0		<p>Execution</p> <p>Judge: _____</p>





2022-2023 SPIRIT COMPETITIONS

College Cheer Game Day
Situational Sideline/Cheer
Showmanship

Team Name:

Division:

On Team

Crowd Appeal	Max Value	Score	Comments:
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<ul style="list-style-type: none"> Energy, showmanship, facial expression, eye contact & overall connection to the crowd. 	10.0		
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Overall Impression

<ul style="list-style-type: none"> Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness. 	10.0	
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Showmanship

TOTAL SCORE	20.0
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Judge: _____

