



2022-2023 SPIRIT COMPETITIONS

Crowdleader™ Teams
Routine Structure/Crowd
Leading/Choreography

Team Name:

Division:

On Team

Band Chant

Max Value

Score

Comments:

Game Day Material • Proper & practical use of material relevant to game day environment.	10	
Crowd Communication Skills • Use of crowd encouragement and ability to cue crowd.	10	
Visuals/Variety • Use of variety of movements to complement the music, visual effects and creative movement within groups and levels.	10	
Crowd Leading Tools • Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	10	
Formations/Transitions • Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.	10	

Situational Sideline/Cheer

Max Value

Score

Game Day Material • Proper & practical use of material relevant to game day environment.	10	
Crowd Communication Skills • Accurate situation response, clear set-up, use of crowd encouragement ability to cue crowd.	10	
Crowd Leading Tools • Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.	10	
Incorporation of Skills • Skills incorporated to enhance the squad's ability to properly lead the crowd.	10	
Formations/Transitions • Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.	10	

Fight Song

Max Value

Score

Game Day Material • Proper & practical use of material and props, if applicable, relevant to game day environment.	10	
Incorporation of Skills • Skills incorporated to enhance the squad's ability to properly lead the crowd.	10	
Visuals/Variety • Use of variety of movements to complement the music, visual effects and creative movement within groups.	10	
Formations/Transitions • Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.	10	

ROUTINE STRUCTURE/CROWD LEADING/CHOREOGRAPHY

Judge:

TOTAL SCORE

140

