



2022-2023 SPIRIT COMPETITIONS

GAME DAY - BAND CHANT
ROUTINE
STRUCTURE / 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"> Use of crowd encouragement and ability to cue crowd. 	10.0		
Visuals/Variety			
<ul style="list-style-type: none"> Use of variety of movements to complement the music, visual effects (level changes, ripples/roll-offs) and creative movement within groups and levels. 	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		
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		

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

10.0

Crowd Communication Skills

- Use of crowd encouragement and ability to cue crowd.

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 and levels.

10.0

Crowd Leading Tools

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

10.0

Formations/Transitions

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

10.0

TOTAL SCORE

50.0

Judge:

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