



2025-2026 **SPIRIT** **COMPETITIONS**

COLLEGE GAME DAY
SITUATIONAL SIDELINE / CHEER
CHOREOGRAPHY

Team Name:
Division:
On Team

Routine Composition	Max Value	Score	Comments:
- Choreography is practical & appropriate to a game day environment. - Material utilized to elevate & enhance the entertainment experience.	10.0	(8.0-10.0)	
Crowd Leading Tools			
Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd.	10.0	(8.0-10.0)	
Routine Elements			
- Elements incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps/kicks/turns, etc.). - Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), and creative movement within groups and levels.	10.0	(8.0-10.0)	
Formations/Transitions			
- Crowd coverage. - Creative, visual & effective formations & ways to move from one formation to another.	10.0	(8.0-10.0)	
TOTAL SCORE	40.0		Judge: 



2025-2026 **SPIRIT** **COMPETITIONS**

COLLEGE GAME DAY
SITUATIONAL SIDELINE / CHEER
EXECUTION

Team Name:

Division:

On Team

Motion Strength/Placement	Max Value	Score	Comments:
- Sharpness, strength of motions. - Proper control & placement of motions.	10.0		
Synchronization and Spacing			
- Timing of movements throughout routine. - Spacing (formations, squad members, routine elements, etc.)	10.0		
Execution of Routine Elements			
Technique, form, stability, timing, precision, uniformity of elements and/or skills (building, jumps, tumbling, kicks, turns, etc.).	10.0		
TOTAL SCORE	30.0		COLLEGE GAME DAY - SITUATIONAL SIDELINE / CHEER EXECUTION Judge: _____



2025-2026 **SPIRIT** **COMPETITIONS**

COLLEGE GAME DAY
SITUATIONAL SIDELINE / CHEER
SHOWMANSHIP/CROWD LEADING

Team Name:
Division:
On Team
Crowd Appeal

 Max
Value

Score

Comments:

- Energy, showmanship.
- Facial expressions.
- Eye contact & connection to the crowd.

10.0

(8.0-10.0)

Crowd Communication Skills

- Voice.
- Clear set-up.
- Use of crowd encouragements.
- Accurate situation response.
- Ability to cue crowd.

10.0

(8.0-10.0)

Overall Impression

- Overall impression of team's confidence, and their overall ability to lead the crowd throughout the routine.

10.0

(8.0-10.0)

COLLEGE GAME DAY - SITUATIONAL SIDELINE / CHEER
SHOWMANSHIP/CROWD LEADING

TOTAL SCORE

30.0

Judge:

