



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

GAME DAY - FIGHTSONG  
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:

GAME DAY - FIGHTSONG  
CHOREOGRAPHY



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

GAME DAY – FIGHT SONG  
EXECUTION

**Team Name:**

**Division:**

**# On Team**

Motion Strength/Placement      Max Value      Score      Comments:

- Sharpness, strength of motions.
- Proper control & placement of motions.

10.0

(8.0-10.0)

Synchronization and Spacing

- Timing of movements throughout routine.
- Spacing (formations, squad members, routine elements, etc.)

10.0

(8.0-10.0)

Execution of Routine Elements

- Technique, form, stability, timing, precision, uniformity of elements and/or skills (building, jumps, tumbling, kicks, turns, etc.)

10.0

(8.0-10.0)

GAME DAY – FIGHT SONG  
EXECUTION

**TOTAL SCORE**

**30.0**

Judge:



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

GAME DAY - FIGHTSONG  
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.
- Use of crowd encouragements.
- 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)

GAME DAY - FIGHTSONG  
SHOWMANSHIP/CROWD LEADING

**TOTAL SCORE**

**30.0**

Judge:

