



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

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

GAME DAY - SITUATIONAL SIDELINE / CHEER  
CHOREOGRAPHY

Judge:





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

GAME DAY  
SITUATIONAL SIDELINE / CHEER  
EXECUTION

**Team Name:**

**Division:**

**# On Team**

Motion Strength/Placement	Max Value	Score	Comments:		
<ul style="list-style-type: none"> <li>Sharpness, strength of motions.</li> <li>Proper control &amp; placement of motions.</li> </ul>	10.0				
Synchronization and Spacing					
<ul style="list-style-type: none"> <li>Timing of movements throughout routine.</li> <li>Spacing (formations, squad members, routine elements, etc.)</li> </ul>	10.0				
Execution of Routine Elements					
<ul style="list-style-type: none"> <li>Technique, form, stability, timing, precision, uniformity of elements and/or skills (building, jumps, tumbling, kicks, turns, etc.).</li> </ul>	10.0				
TOTAL SCORE			30.0		<p>GAME DAY - SITUATIONAL SIDELINE / CHEER EXECUTION</p> <p>Judge: _____</p>










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

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)

GAME DAY - SITUATIONAL SIDELINE / CHEER  
SHOWMANSHIP/CROWD LEADING

**TOTAL SCORE**

30.0

Judge:

