



2025-2026 SPIRIT COMPETITIONS

Crowdleader™ Teams
Choreography

Team Name:

Division:

On Team

Band Chant

Max
Value

Score

Comments:

Routine Elements

- Elements incorporated to enhance squad's ability to properly lead the crowd (jumps, kicks, turns, etc.).
- Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), & creative movement within groups and levels.

5.0

(3.5-5.0)

Crowd Leading Tools

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

5.0

(3.5-5.0)

Situational Sideline/Cheer

Routine Elements

- Elements incorporated to enhance squad's ability to properly lead the crowd (jumps, kicks, turns, stunts, tumbling, etc.).
- Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), & creative movement within groups and levels.

5.0

(3.5-5.0)

Crowd Leading Tools

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

5.0

(3.5-5.0)

Fight Song

Routine Elements

- Elements incorporated to enhance squad's ability to properly lead the crowd (jumps, kicks, turns, stunts, tumbling, etc.).
- Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), and creative movement within groups and levels.

5.0

(3.5-5.0)

Crowd Leading Tools

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

5.0

(3.5-5.0)

Entire Routine

Routine Composition

- Choreography is practical & appropriate to a game day environment.
- Material utilized to elevate & enhance the entertainment experience.

5.0

(3.5-5.0)

Formations/Transitions

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

5.0

(3.5-5.0)

TOTAL SCORE

40.0

CHOREOGRAPHY

Judge:





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Execution

Team Name:

Division:

On Team

Band Chant

Max
Value

Score

Comments:

Motion Strength/Placement

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

5.0

(3.5-5.0)

Routine Elements

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

5.0

(3.5-5.0)

Situational Sideline/Cheer

Motion Strength/Placement

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

5.0

(3.5-5.0)

Routine Elements

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

5.0

(3.5-5.0)

Fight Song

Motion Strength/Placement

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

5.0

(3.5-5.0)

Routine Elements

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

5.0

(3.5-5.0)

Entire Routine

Synchronization & Spacing

- Spacing (formations, squad members in relation to each other, routine elements).
- Timing of movements throughout the routine.

5.0

(3.5-5.0)

TOTAL SCORE

35.0

EXECUTION

Judge:





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Crowdleader™ Teams
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.

5.0

(3.5-5.0)

SHOWMANSHIP/CROWD LEADING

TOTAL SCORE

25.0

Judge:

