



2025-2026 SPIRIT COMPETITIONS

Song/Pom Game Day Scoresheet
All-In-One Performance

Team Name:

Division:

On Team

Fight Song

Max
Value

Score

Comments:

Game Day Material

5

Visuals/Formations/Transitions

5

Motion/Skill Execution

5

Synchronization/Spacing

5

Spirit Raising

Game Day Material

5

Visuals/Formations/Transitions

5

Motion/Skill Execution

5

Synchronization/Spacing

5

Performance Routine

Game Day Material

5

Visuals/Formations/Transitions

5

Motion/Skill Execution

5

Synchronization/Spacing

5

Showmanship

Crowd Appeal

20

Overall Impression

20

TOTAL SCORE

100

ALL-IN-ONE PERFORMANCE

Judge:



All 3 Game Day routines will be performed for this division and in the following order:
Fight Song, Spirit Raising and Performance Routine. Each routine will be judged on the below criteria.

CHOREOGRAPHY (30 points possible for all 3 routines)

GAME DAY MATERIAL (15 points possible per routine)

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement (this is not required for the performance routine).

VISUALS/FORMATIONS/TRANSITIONS (15 points possible per routine)

- Variety of movement and visual effects that complement the music.
- Visual and effective formations and transitions.

EXECUTION (30 points possible for all 3 routines)

MOTION/SKILL EXECUTION (15 points possible per routine)

- Proper control, placement and sharpness of motions.
- Proper technique and uniformity of skills

SYNCHRONIZATION/SPACING (15 points possible per routine)

- Timing of movement throughout the routine.
- Spacing of team members in relation to each other.

SHOWMANSHIP (40 points possible for all 3 routines)

CROWD APPEAL (20 points possible)

Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

OVERALL IMPRESSION (20 points possible)

Judge's impression of the entire performance encompassing all scoresheet categories. This may include elements such as: Appearance and Appropriateness.

TOTAL POINTS POSSIBLE (100 points for all 3 routines)

POINT SCALES

5 Point Scale:

Superior	5
Above Average	4
Average	2 - 3
Below Average	0 - 1

20 Point Scale:

Superior	18-20
Above Average	15-17
Average	12-14
Below Average	0 - 11