

UNITED SPIRIT ASSOCIATION

College Game Day

Band Chant Score Sheet

CHOREOGRAPHY – 40 Points	
Routine Composition	Points
Choreography is practical and appropriate to a game day environment · Material utilized to elevate and enhance the entertainment experience	10
Crowd Leading Tools	Points
Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd	10
Routine Elements	Points
Elements incorporated to enhance the squad's ability to properly lead the crowd · Use of a variety of movements, visual effects (level changes, ripples/roll offs, etc.) and creative movement within groups and levels	10
Formations / Transitions	Points
Crowd coverage · Creative/visual/effective formations and ways to move from one formation to another	10
EXECUTION – 30 Points	
Motion Strength / Placement	Points
Sharpness and strength of motions · Proper control and placement of motions	10
Synchronization and Spacing	Points
Timing of movements throughout routine · Spacing	10
Execution of Routine Elements	Points
Technique, form, stability, timing, precision, and uniformity of elements (jumps, kicks, etc.)	10
SHOWMANSHIP / CROWD LEADING – 30 Points	
Crowd Appeal	Points
Energy/Showmanship · Facial expressions · Eye contact and connection to the crowd	10
Crowd Communication Skills	Points
Voice · Use of crowd encouragements · Ability to cue the crowd	10
Overall Impression	Points
Overall impression of the team's confidence, and their ability to lead the crowd throughout the routine	10
Total Possible	100

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College Game Day

Situational Sideline / Cheer Score Sheet

CHOREOGRAPHY – 40 Points	
Routine Composition	Points
Choreography is practical and appropriate to a game day environment · Material utilized to elevate and enhance the entertainment experience	10
Crowd Leading Tools	Points
Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd	10
Routine Elements	Points
Skills and elements incorporated to enhance the squad's ability to properly lead the crowd · Use of a variety of movements, visual effects (level changes, ripples/roll offs, etc.) and creative movement within groups and levels	10
Formations / Transitions	Points
Crowd coverage · Creative/visual/effective formations and ways to move from one formation to another	10
EXECUTION – 30 Points	
Motion Strength / Placement	Points
Sharpness and strength of motions · Proper control and placement of motions	10
Synchronization and Spacing	Points
Timing of movements throughout routine · Spacing	10
Execution of Routine Elements	Points
Technique, form, stability, timing, precision, and uniformity of elements and/or skills (building, tumbling, jumps, kicks, etc.)	10
SHOWMANSHIP / CROWD LEADING – 30 Points	
Crowd Appeal	Points
Energy/Showmanship · Facial expressions · Eye contact and connection to the crowd	10
Crowd Communication Skills	Points
Voice · Clear set-up · Use of crowd encouragements · Accurate situation response · Ability to cue the crowd	10
Overall Impression	Points
Overall impression of the team's confidence, and their ability to lead the crowd throughout the routine	10
Total Possible	
	100

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College Game Day

Fight Song Score Sheet

CHOREOGRAPHY – 40 Points	
Routine Composition	Points
Choreography is practical and appropriate to a game day environment · Material utilized to elevate and enhance the entertainment experience	10
Crowd Leading Tools	Points
Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd	10
Routine Elements	Points
Skills and elements incorporated to enhance the squad's ability to properly lead the crowd · Use of a variety of movements, visual effects (level changes, ripples/roll offs, etc.) and creative movement within groups and levels	10
Formations / Transitions	Points
Crowd coverage · Creative/visual/effective formations and ways to move from one formation to another	10
EXECUTION – 30 Points	
Motion Strength / Placement	Points
Sharpness and strength of motions · Proper control and placement of motions	10
Synchronization and Spacing	Points
Timing of movements throughout routine · Spacing	10
Execution of Routine Elements	Points
Technique, form, stability, timing, precision, and uniformity of elements and/or skills (building, tumbling, jumps, kicks, etc.)	10
SHOWMANSHIP / CROWD LEADING – 30 Points	
Crowd Appeal	Points
Energy/Showmanship · Facial expressions · Eye contact and connection to the crowd	10
Crowd Communication Skills	Points
Voice · Use of crowd encouragements · Ability to cue the crowd	10
Overall Impression	Points
Overall impression of the team's confidence, and their ability to lead the crowd throughout the routine	10
Total Possible	
	100

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