



# 2023-2024 SPIRIT COMPETITIONS

Crowdleader™ Teams  
Routine Structure/Crowd  
Leading/Choreography

**Team Name:**

**Division:**

**# On Team**

## Band Chant

Max  
Value

Score

Comments:

### Game Day Material

- Proper & practical use of material relevant to game day environment.

5

### Visuals/Variety/Formations/Transitions

- Use of variety of movements to complement the music, visual effects and creative movement within groups and levels.
- Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.

5

### Crowd Leading Tools/Crowd Communication

- Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.
- Accurate situation response, clear set-up, use of crowd encouragement ability to cue crowd.

5

## Situational Sideline/Cheer

### Game Day Material

- Proper & practical use of material relevant to game day environment.

5

### Crowd Leading Tools/Crowd Communication

- Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd.
- Accurate situation response, clear set-up, use of crowd encouragement ability to cue crowd.

5

## Fight Song

### Game Day Material

- Proper & practical use of material and props, if applicable, relevant to game day environment.

5

### Visuals/Variety/Formations/Transitions

- Use of variety of movements to complement the music, visual effects and creative movement within groups.
- Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another.

5

## Overall Impression

- Elements incorporated enhance squad's ability to properly lead the crowd (i.e. building/tumbling/transitions/kicks/turns, etc...).

5

**TOTAL SCORE**

**40**

ROUTINE STRUCTURE/CROWD LEADING/CHOREOGRAPHY

Judge:

