



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	
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ROUTINE STRUCTURE/CROWD LEADING/CHOREOGRAPHY

Judge:

TOTAL SCORE

40

