



2023-2024 SPIRIT COMPETITIONS

College Cheer Game Day
Situational Sideline/Cheer
Crowd Leading/Choreography

Team Name:
Division:
On Team

Game Day Material	Max Value	Score	Comments:
<ul style="list-style-type: none"> Proper & practical use of material relevant to game day environment. 	10.0		
Crowd Communication Skills			
<ul style="list-style-type: none"> Accurate situation response, clear set-up, use of crowd encouragement and ability to cue crowd. 	10.0		
Crowd Leading Tools			
<ul style="list-style-type: none"> Effective use of props (signs, megaphones, poms and/or flags) and encouragement to lead the crowd. 	10.0		
Overall Impression of Routine Elements			
<ul style="list-style-type: none"> Skills incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps/kicks/turns, etc...). 	10.0		
Formations/Transitions			
<ul style="list-style-type: none"> Crowd coverage. Creative, visual & effective formations & ways to move from one formation to another. 	10.0		
TOTAL SCORE	50.0		Judge: <input type="text"/>

Crowd Leading/Choreography



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Execution

Team Name:

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Motion Strength/Placement Max Value Score Comments:

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

10.0

Voice & Pace

- Loud, natural voices with appropriate inflection & easy to follow. Moderate, controlled pace.

10.0

Execution of Routine Elements

- Technique, form, stability, timing, precision, uniformity (i.e. building/tumbling/jumps/kicks/turns, etc...).

10.0

Execution

TOTAL SCORE

30.0

Judge:





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Showmanship

Team Name:

Division:

On Team

Crowd Appeal

Max
Value

Score

Comments:

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

10.0

Overall Impression

- Judge's impression of entire performance encompassing all scoresheet categories. This includes audience appropriateness.

10.0

TOTAL SCORE

20.0

Showmanship

Judge:

