



2024-2025 **SPIRIT** **COMPETITIONS**

GAME DAY - BAND CHANT
CHOREOGRAPHY

Team Name:

Division:

On Team

Routine Composition	Max Value	Score	Comments:
<ul style="list-style-type: none"> Choreography is practical & appropriate to a game day environment. Material utilized to elevate & enhance the entertainment experience. 	10.0		
Crowd Leading Tools			
<ul style="list-style-type: none"> Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd. 	10.0		
Routine Elements			
<ul style="list-style-type: none"> Elements incorporated to enhance the squad's ability to properly lead the crowd (i.e. jumps/kicks/turns, etc.). Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), and creative movement within groups and levels. 	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	40.0		<p>GAME DAY - BAND CHANT CHOREOGRAPHY</p> <p>Judge: _____</p>



2024-2025 SPIRIT COMPETITIONS

GAME DAY – BAND CHANT
EXECUTION

Team Name:

Division:

On Team

Motion Strength/Placement	Max Value	Score	Comments:
<ul style="list-style-type: none"> Sharpness, strength of motions. Proper control & placement of motions. 	10.0		
Synchronization and Spacing			
<ul style="list-style-type: none"> Timing of movements throughout routine. Spacing (formations, squad members, routine elements, etc.) 	10.0		
Execution of Routine Elements			
<ul style="list-style-type: none"> Technique, form, stability, timing, precision, uniformity (i.e. jumps, kicks, turns, etc.) 	10.0		
TOTAL SCORE	30.0		<p>GAME DAY – BAND CHANT EXECUTION</p> <p>Judge: _____</p>

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

10.0

Synchronization and Spacing

- Timing of movements throughout routine.
- Spacing (formations, squad members, routine elements, etc.)

10.0

Execution of Routine Elements

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

10.0

TOTAL SCORE

30.0

Judge: _____

GAME DAY – BAND CHANT
EXECUTION



2024-2025 SPIRIT COMPETITIONS

GAME DAY – BAND CHANT
SHOWMANSHIP/CROWD LEADING

Team Name:

Division:

On Team

Crowd Appeal	Max Value	Score	Comments:
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<ul style="list-style-type: none"> • Energy, showmanship. • Facial expressions. • Eye contact & connection to the crowd. 	10.0		
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Crowd Communication Skills			
<ul style="list-style-type: none"> • Voice. • Use of crowd encouragements. • Ability to cue crowd. 	10.0		

Overall Impression			
<ul style="list-style-type: none"> • Overall impression of team's confidence in leading & engaging the crowd. 	10.0		

GAME DAY - BAND CHANT
SHOWMANSHIP/CROWD LEADING

TOTAL SCORE	30.0		
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Judge: _____

