



2024-2025 SPIRIT COMPETITIONS

GAME DAY
SITUATIONAL SIDELINE / CHEER
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. building/tumbling/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		Judge: <input type="text"/>

- Choreography is practical & appropriate to a game day environment.
- Material utilized to elevate & enhance the entertainment experience.

10.0

Crowd Leading Tools

- Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd.

10.0

Routine Elements

- Elements incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/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

- Crowd coverage.
- Creative, visual & effective formations & ways to move from one formation to another.

10.0

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Judge:

TOTAL SCORE

40.0



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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		
<p>Synchronization and Spacing</p> <ul style="list-style-type: none"> Timing of movements throughout routine. Spacing (formations, squad members, routine elements, etc.) 	10.0		
<p>Execution of Routine Elements</p> <ul style="list-style-type: none"> Technique, form, stability, timing, precision, uniformity (i.e. building, jumps, tumbling, kicks, turns, etc.) 	10.0		
TOTAL SCORE	30.0		

GAME DAY - SITUATIONAL SIDELINE / CHEER
EXECUTION

Judge:





2024-2025 SPIRIT COMPETITIONS

GAME DAY
SITUATIONAL SIDELINE / CHEER
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. • Clear set-up. • Use of crowd encouragements. • Accurate situation response. • Ability to cue crowd. 	10.0	
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Overall Impression

<ul style="list-style-type: none"> • Overall impression of team's confidence in leading & engaging the crowd. 	10.0	
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GAME DAY - SITUATIONAL SIDELINE / CHEER
SHOWMANSHIP/CROWD LEADING

TOTAL SCORE	30.0	
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Judge:

