



2024-2025 SPIRIT COMPETITIONS

Crowdleader™ Teams
Choreography

Team Name:

Division:

On Team

Band Chant

Max Value

Score

Comments:

Routine Elements

- Elements incorporated to enhance squad's ability to properly lead the crowd (jumps, kicks, turns, etc.).
- Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), & creative movement within groups and levels.

5.0

Formations/Transitions

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

5.0

Situational Sideline/Cheer

Routine Elements

- Elements incorporated to enhance squad's ability to properly lead the crowd (jumps, kicks, turns, stunts, tumbling, etc.).
- Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), & creative movement within groups and levels.

5.0

Formations/Transitions

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

5.0

Fight Song

Routine Elements

- Elements incorporated to enhance squad's ability to properly lead the crowd (jumps, kicks, turns, stunts, tumbling, etc.).
- Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), and creative movement within groups and levels.

5.0

Formations/Transitions

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

5.0

Entire Routine

Routine Composition

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

5.0

Crowd Leading Tools

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

5.0

TOTAL SCORE

40.0

CHOREOGRAPHY

Judge:





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Crowdleader™ Teams
Execution

Team Name:

Division:

On Team

Band Chant

Max Value

Score

Comments:

Motion Strength/Placement

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

5.0

Routine Elements

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

5.0

Situational Sideline/Cheer

Motion Strength/Placement

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

5.0

Routine Elements

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

5.0

Fight Song

Motion Strength/Placement

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

5.0

Routine Elements

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

5.0

Entire Routine

Synchronization & Spacing

- Spacing (formations, squad members in relation to each other, routine elements).
- Timing of movements throughout the routine.

5.0

EXECUTION

Judge:

TOTAL SCORE

35.0





2024-2025 SPIRIT COMPETITIONS

Crowdleader™ Teams
Showmanship/Crowd Leading

Team Name:

Division:

On Team

Crowd Appeal	Max Value	Score	Comments:
<ul style="list-style-type: none"> • Energy, showmanship. • Facial expressions. • Eye contact & connection to the crowd. 	10.0		
<p>Crowd Communication Skills</p> <ul style="list-style-type: none"> • Voice. • Clear set-up. • Use of crowd encouragements. • Accurate situation response. • Ability to cue crowd. 	10.0		
<p>Overall Impression</p> <ul style="list-style-type: none"> • Overall impression of team's confidence in leading & engaging the crowd. 	5.0		
TOTAL SCORE	25.0		

SHOWMANSHIP/CROWD LEADING

Judge:

