

# 2024-2025 SPIRIT COMPETITIONS

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Song/Pom Game Day Scoresheet All-In-One Performance

Team Name:

Division:

# On Team

VARSITY SPIRIT

Fight Song	Max Value	Score	Comments:
Game Day Material	5		
Visuals/Formations/Transitions	5		
Motion/Skill Execution	5		
Synchronization/Spacing	5		
Spirit Raising			
Game Day Material	5		
Visuals/Formations/Transitions	5		
Motion/Skill Execution	5		
Synchronization/Spacing	5		
Performance Routine			
Game Day Material	5		
Visuals/Formations/Transitions	5		
Motion/Skill Execution	5		
Synchronization/Spacing	5		
Showmanship			
Crowd Appeal	20		ALL-IN-ONE PERFORMANCE
Overall Impression	20		Judge:
TOTAL SCORE	100		

All 3 Game Day routines will be performed for this division and in the following order: Fight Song, Spirit Raising and Performance Routine. Each routine will be judged on the below criteria.

## CHOREOGRAPHY (30 points possible for all 3 routines)

#### **GAME DAY MATERIAL (15 points possible per routine)**

- Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement (this is not required for the performance routine).

#### VISUALS/FORMATIONS/TRANSITIONS (15 points possible per routine)

- Variety of movement and visual effects that complement the music.
- Visual and effective formations and transitions.

## EXECUTION (30 points possible for all 3 routines)

#### MOTION/SKILL EXECUTION (15 points possible per routine)

- Proper control, placement and sharpness of motions.
- · Proper technique and uniformity of skills

#### SYNCHRONIZATION/SPACING (15 points possible per routine)

- Timing of movement throughout the routine.
- · Spacing of team members in relation to each other.

# SHOWMANSHIP (40 points possible for all 3 routines)

#### **CROWD APPEAL (20 points possible)**

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

#### **OVERALL IMPRESSION (20 points possible)**

Judge's impression of the entire performance encompassing all scoresheet categories. This may include elements such as: Appearance and Appropriateness.

# **TOTAL POINTS POSSIBLE (100 points for all 3 routines)**

### **POINT SCALES**

5 Point Scale:

Superior 5
Above Average 4
Average 2 - 3
Below Average 0 - 1

20 Point Scale:

Superior 18-20 Above Average 15-17 Average 12-14 Below Average 0 - 11

