



2024-2025 SPIRIT COMPETITIONS

COLLEGE CHEER- GAME DAY
 FIGHT SONG
 EXECUTION

Team Name:

Division:

On Team

| Motion Strength/Placement | Max Value | Score | Comments: |
|---------------------------|-----------|-------|-----------|
|---------------------------|-----------|-------|-----------|

- 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. building, jumps, tumbling, kicks, turns, etc.)

10.0

COLLEGE GAME DAY – FIGHT SONG
 EXECUTION

TOTAL SCORE

30.0

Judge:





2024-2025 SPIRIT COMPETITIONS

COLLEGE CHEER- GAME DAY
 FIGHTSONG
 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 | | |
|---|------|--|--|

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 | |
|--|------|--|

Comments:

COLLEGE GAME DAY - FIGHTSONG
 SHOWMANSHIP/CROWD LEADING

| | | |
|--------------------|-------------|--|
| TOTAL SCORE | 30.0 | |
|--------------------|-------------|--|

Judge: _____





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

COLLEGE CHEER- GAME DAY
FIGHTSONG
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 | | <p>COLLEGE GAME DAY - FIGHTSONG CHOREOGRAPHY</p> <p>Judge: _____</p> |