



# 2024-2025 SPIRIT COMPETITIONS

COLLEGE CHEER- GAME DAY  
SITUATIONAL SIDELINE / CHEER  
CHOREOGRAPHY

**Team Name:**

**Division:**

**# On Team**

Routine Composition	Max Value	Score	Comments:
<ul style="list-style-type: none"> <li>Choreography is practical &amp; appropriate to a game day environment.</li> <li>Material utilized to elevate &amp; enhance the entertainment experience.</li> </ul>	10.0		
<b>Crowd Leading Tools</b>			
<ul style="list-style-type: none"> <li>Effective use of props (signs, megaphones, poms and/or flags) to lead the crowd.</li> </ul>	10.0		
<b>Routine Elements</b>			
<ul style="list-style-type: none"> <li>Elements incorporated to enhance the squad's ability to properly lead the crowd (i.e. building/tumbling/jumps/kicks/turns, etc.).</li> <li>Use of variety of movements, visual effects (level changes, ripples/roll-offs, etc.), and creative movement within groups and levels.</li> </ul>	10.0		
<b>Formations/Transitions</b>			
<ul style="list-style-type: none"> <li>Crowd coverage.</li> <li>Creative, visual &amp; effective formations &amp; ways to move from one formation to another.</li> </ul>	10.0		
<b>TOTAL SCORE</b>	<b>40.0</b>		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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CHOREOGRAPHY

Judge:

**TOTAL SCORE**

**40.0**



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SITUATIONAL SIDELINE / CHEER  
EXECUTION

**Team Name:**

**Division:**

**# On Team**

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








COLLEGE - SITUATIONAL SIDELINE / CHEER  
EXECUTION

Judge:





# 2024-2025 SPIRIT COMPETITIONS

COLLEGE- GAME DAY  
SITUATIONAL SIDELINE / CHEER  
SHOWMANSHIP/CROWD LEADING

**Team Name:**

**Division:**

**# On Team**

Crowd Appeal	Max Value	Score	Comments:
<ul style="list-style-type: none"> <li>• Energy, showmanship.</li> <li>• Facial expressions.</li> <li>• Eye contact &amp; connection to the crowd.</li> </ul>	10.0		
<p>Crowd Communication Skills</p> <ul style="list-style-type: none"> <li>• Voice.</li> <li>• Clear set-up.</li> <li>• Use of crowd encouragements.</li> <li>• Accurate situation response.</li> <li>• Ability to cue crowd.</li> </ul>	10.0		
<p>Overall Impression</p> <ul style="list-style-type: none"> <li>• Overall impression of team's confidence in leading &amp; engaging the crowd.</li> </ul>	10.0		
<b>TOTAL SCORE</b>	<b>30.0</b>		








COLLEGE - SITUATIONAL SIDELINE / CHEER  
SHOWMANSHIP/CROWD LEADING

Judge:

