# THE SPIRIT CONSULTANTS

### **CHEER GAMEDAY - FIGHT SONG**



Total Team Members =

							IOtai	ieaiii weiiibeis –	
			SCORING CA	ATEG	OR	RIES			TOTALS
	FIGHT S	SONG MATERIAL	√+ Denotes Superior P	erform	ance	√-	Denote	es Improvement Needed	
	<b>√</b> +			<b>√</b> +	<b>√</b> -				
ľ		Effective and Practical U	Ise of Material			Skills			
		Props Relevant to Game	Day Environment						
	СОММЕ	NTS							
									20
	CROWE	EFFECTIVENESS							
		Connection with Crowd				Leadership with	n Crow	d	
		Energy				Showmanship			
		Eye Contact							
	СОММЕ	NTS							
									25
	EXECU.	TION							
		Control				Sharpness			
		Placement				Skill Incorporati	ion		
						Synchronization	1		
	СОММЕ	NTS							
									25
7	VISUAL	S & VARIETY							
		Creative Movement				Ripples			
		Level Changes				Visual Appeal			
	СОММЕ	NTS							
									15
	OVERA	LL IMPRESSION							
		Crowd Responsivenes				Spacing			
		Entertaining				Use of Floor			
	СОММЕ	NTS							
									15
		Judge's Signature							
		Tabulator(s)						<b>TOTAL SCORE</b>	

# THE SPIRIT CONSULTANTS

## **CHEER GAMEDAY - BAND CHANT/DANCE**



Total Team Members =

						iotai	ream wembers =	
		SCORING CA	TEG	OR	RIES			TOTALS
BAND C	HANT MATERIAL	√+ Denotes Superior Pe	erform	ance	√-	Denote	es Improvement Needed	
<b>√</b> + <b>√</b> −			<b>√</b> +	<b>√</b> -				
	Effective and Practical L	Jse of Material			Skills			
	Props Relevant to Game	Day Environment						
COMMEN	NTS							
								20
CROWD	EFFECTIVENESS							
	Connection with Crowd				Leadership with	า Crow	d	
	Energy				Showmanship			
	Eye Contact							
COMMEN	NTS							
								25
EXECUT	TION							
	Control				Sharpness			
	Placement				Synchronization	1		
COMMEN	NTS							-
								25
VISUALS	S & VARIETY							
	Creative Movement				Ripples			
•	Level Changes				Visual Appeal			
COMMEN	NTS							
								15
OVERAL	LL IMPRESSION							
	Crowd Responsivenes				Spacing			
	Entertaining				Use of Floor			
COMMEN	NTS							
								15
	Judge's Signature							
	Tabulator(s)						<b>TOTAL SCORE</b>	

### THE SPIRIT CONSULTANTS

#### **CHEER GAMEDAY - CROWD LEADING**



#### Total Team Members =

SCORING CATEGORIES								
SIDELINE MATERIAL								
<b>√</b> +		<b>√</b> +	<b>√</b> -					
	Clear & Concise			Proper Respons	e to C	ue		
	Easy to Follow							
COMME	NTS							
							10	
CROW	LEADING MATERIAL							
	Clear Crowd Responsiveness			Easy to Follow				
	Material Relevant to Game Day Environment							
COMME	NTS							
							10	
EFFEC1	TIVENESS LEADING THE CROWD							
	Crowd Coverage			Use of Floor				
	Flow			Voice				
	Pace							
COMME	NTS							
							20	
EXECU.	TION							
	Cleanliness			Skills & Props				
	Motion Technique			Synchronization	l			
COMME	NTS							
							20	
USE OF	SKILLS							
	Skills Enhance the Crowd Response			Synchronization	1			
	Stability			Technique				
COMME	NTS							
							15	
USE OF	PROPS							
	Props Enhance the Crowd Response			Sharpness				
	Props Used to Cue the Crowd							
COMME	NTS							
							15	
OVERA	LL IMPRESSION							
	Creativity			Spacing				
	Crowd Responsivenes			Use of Floor				
СОММЕ	NTS							
							10	
	Judge's Signature							
	Tabulator(s)					TOTAL SCORE		