

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / BAND CHANT



**Team Name** Belfry  
**Game Day Large** \_\_\_\_\_  
**Division** \_\_\_\_\_ **Judge No.** \_\_\_\_\_

Band Chant (25)	Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> Ability to engage the crowd <i>sign upside down</i> Practical & relevant to the Game Day environment	5	4.8
<i>Motion Technique</i> <i>sync in motions off</i> Precision, sharpness, placement, & <i>(swing down circle)</i> synchronization of motions	5	4.1
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4
<i>Formations &amp; Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.4
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.3
Overall Impression (5)	Points	Score
<i>Leadership to engage &amp; connect with the crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4.2
<b>Total</b>	<b>Possible</b>	<b>30</b>
		25.8 ✓

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



Team Name Belfry  
 Division Game Day Large Judge No. \_\_\_\_\_

Crowd Leading (35)		Points	Score
<i>Game Day Relevance of Situational Sideline</i> <i>Proper response to the sideline cue</i>		5	5
<i>Motion Technique</i> <i>Sharpness, placement, &amp; synchronization of motions</i>		5	4.3
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>		5	4.4
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		10	8.8
<i>Effectiveness &amp; Execution of Skills Incorporated</i> <i>Clean &amp; crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization &amp; spacing</i>		10	8.9
Overall Impression (5)		Points	Score
<i>Leadership to engage &amp; connect with the crowd</i> <i>Genuine school spirit &amp; energy; crowd focused</i> <i>Transitions between Game Day components (minimal &amp; clean)</i>		5	4.3
<b>Total</b>	<b>Possible</b>	<b>40</b>	<b>35.7</b> ✓

Good floor coverage  
 Be sharper with placement + transitions,  
 Careful on turn timing Watch coming off stunts.

Use incos to engage more.

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Keep up flow of routine.

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



**Belfry**

Team Name \_\_\_\_\_

**Game Day Large** \_\_\_\_\_

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

Fight Song (25)	Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment	5	5
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions	5	4
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4
<i>Formations &amp; Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.3
<i>Effectiveness &amp; Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.2
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4
<b>Total</b>	<b>Possible</b>	<b>25.5</b> ✓
	<b>30</b>	

Keep energy up during transition to section 3 to incorp.  
 Don't sing motions. Ears are needs to hit before moving to the next.  
 Top girls feet were inconsistent on incorp extensions.  
 Keep voices consistent during call back. Sign work needs to be sharper.

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Overall work motion placement & sharpness





# RULES VIOLATIONS

TEAM NAME \_\_\_\_\_

**Belfry**  
**Game Day Large**

DIVISION \_\_\_\_\_

BOW				<input type="checkbox"/> (.25)
BOUNDARY VIOLATIONS College & NHSCC ONLY			_____ x (0.5)	
PROP VIOLATIONS				<input type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR			_____ x (1.0)	
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS			_____ x (1.0)	
GAME DAY FORMAT VIOLATION			_____ x (1.0)	
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
TOTAL SAFETY INFRACTION:				_____
RULES DEDUCTION				