UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name

Bell County Game Day Large

Division Judge No.

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	Ц
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5
Crowd Leading Tools 1057 on Signs timing off Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	3.4
Formations & Spacing Wat On lines of Spacing Crowd coverage & precise spacing dramon of Spacing Execution of formations & transitions	5	3.5
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.5
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	3.5
Total Possible	30	21.4

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name

Division

Bell County Game Day Large

Judge No.

Crowd Leading (35)	Points	Score
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5
Motion Technique Sharpness, placement, & synchronization of motions	5	4. 2
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4,5
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9
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	4.4
Total Possible	40	36.1

This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, for

events not sponsored and approved by Varsity Spirit.

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG

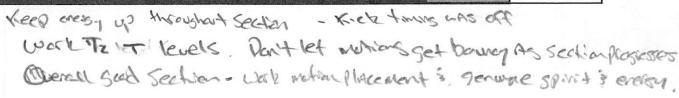


Team Name

Bell County
Game Day Large _____

Division Judge No.

Fight Song (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	5
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.6
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.4
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.5
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.3
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	4.5
Total Possible	30	27.3



Universal Cheerleaders Association Point Deduction Sheet



Bell County Title of Competition __ **Game Day Large** Team Name _____ Division_ ST ST PY PY PY T Т T RT/ST RT/ST RT/ST J J J :15 - :30 Seconds 0 - :15 Seconds :30 - :45 Seconds ST ST ST PY PY PY Т T T RT/ST RT/ST RT/ST J J J 1:15 - 1:30 :45 Seconds - 1 Minute 1:00 Minute - 1:15 Legend ST ST AF - Athlete Fall - Partner Stunt .5 ST PY PY PY - Pyramid BF1 - Minor Building 1.0 T T - Basket Toss RT/ST - Tumbling BF2 - Major Building RT/ST RT/ST 2.0 - Jumps Fall J J PF - Pyramid Fall 3.0 1:45 - 2:00 1:30 - 1:45 Overtime Deduction 1-5 (1.0) ST ST 6 + (2.0)PY PY T T 2:35 Total Time: RT/ST RT/ST Music Time: J J Time Deduct.: __ 2:15 - 2:30 2:00 - 2:15 ST ST PY PY T T RT/ST RT/ST J **Point Deduction** Total 2:30 - 2:45 2:45 - 3:00



TEAM NAME	Bell County Game Day Large			
DIVISION	ame Day	Large		
BOW				2 (.25)
BOUNDARY VIOLATIONS College & NHSCC ONLY				x (0.5)
PROP VIOLATIONS				(0.5)
UNSPORTSMANLIKE BEHAVIOR				x (1.0)
EXCESSIVE CELEBRATION / TEA	M INTRODUCT	IONS		x (1.0)
GAME DAY FORMAT VIOLATION	,			x (1.0)
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)
				Mark 100 and 100 and 100 and 100 and
				Server Area Miles Server Miles Server
	. •			
	TOTAL	SAFETY IN	RACTION:	
	RULE	S DEDUC	TION	0.35