

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name Bell County
Game Day Large _____
Division _____ **Judge No.** _____

Band Chant (25)		Points	Score
<i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment		5	4
<i>Motion Technique</i> <i>worn on placement/uniformity</i> Precision, sharpness, placement, & synchronization of motions		5	3.5
<i>Crowd Leading Tools</i> <i>lost on sign-timing off</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	3.4
<i>Formations & Spacing</i> <i>watch lines - diamond spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	3.5
<i>Visual Appeal</i> 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
<i>Game Day Relevance of Situational Sideline Proper response to the sideline cue</i>		5	5
<i>Motion Technique Sharpness, placement, & synchronization of motions</i>		5	4.2
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	4.5
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	9
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	9
Overall Impression (5)		Points	Score
<i>Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)</i>		5	4.4
Total	Possible	40	36.1 ✓

Watch sign placement a times - blue/white Engage w/ faces on top too.
 Good use of mat + crowd engaging
 might transition from preps to another formation Flow of cheer seemed fast @ times

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Bell County

Team Name

Game Day Large

Division

Judge No.

Fight Song (25)	Points	Score
<i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>	5	5
<i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.6
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>	5	4.4
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.5
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i>	5	4.3
Overall Impression (5)	Points	Score
<i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>	5	4.5
Total	Possible	30
		27.3 ✓

Keep energy up throughout section - Kick timing was off
Work 1/2 ft levels. Don't let motions get boring as section progresses
Overall good section - work motion placement & genuine spirit & energy.

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition **Bell County**

Team Name **Game Day Large**

Division

ST
PY
T
RT/ST
J

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0 - :15 Seconds

ST
PY
T
RT/ST
J

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:15 - :30 Seconds

ST
PY
T
RT/ST
J

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:30 - :45 Seconds

ST
PY
T
RT/ST
J

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:45 Seconds - 1 Minute

ST
PY
T
RT/ST
J

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1:00 Minute - 1:15

ST
PY
T
RT/ST
J

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1:15 - 1:30

ST
PY
T
RT/ST
J

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1:30 - 1:45

ST
PY
T
RT/ST
J

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1:45 - 2:00

Legend		
ST - Partner Stunt	AF - Athlete Fall	.5
PY - Pyramid	BF1 - Minor Building Fall	1.0
T - Basket Toss	BF2 - Major Building Fall	2.0
RT/ST - Tumbling	PF - Pyramid Fall	3.0
J - Jumps		

ST
PY
T
RT/ST
J

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2:00 - 2:15

ST
PY
T
RT/ST
J

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2:15 - 2:30

Overtime Deduction	
1- 5 (1.0)	
6 + (2.0)	
Total Time:	<u>2:35</u>
Music Time:	_____
Time Deduct:	<u>0</u>
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
Point Deduction Total	: <u>0</u>

ST
PY
T
RT/ST
J

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2:30 - 2:45

ST
PY
T
RT/ST
J

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2:45 - 3:00



RULES VIOLATIONS

TEAM NAME _____

**Bell County
Game Day Large**

DIVISION _____

BOW				<input checked="" 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				0.25