

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name

Bourbon County

Division

Game Day Large

Judge No.

Band Chant (25)	Points	Score
<i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd <i>Say the words!!!</i> Practical & relevant to the Game Day environment	5	3.9
<i>Motion Technique</i> <i>work this category</i> Precision, sharpness, placement, & synchronization of motions	5	3.5
<i>Crowd Leading Tools</i> <i>not sharp - not uniform</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	3.3
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	3.2
<i>Visual Appeal</i> Creative movements and musicality Use of <i>level changes</i> , ripples, & other techniques	5	3.2
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd <i>Needs energy - work crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	3.3
Total	Possible	30
		20.4 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name Bourbon County
 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, & synchronization of motions</i>	5	4.5
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>	5	4.5
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>	10	9
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i>	10	8.8
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	40
		36.3 ✓

Hit motion positions
 Good floor coverage
 use skills to engage crowd

Put megaphones up
 to crowd.
 Be sharpen w/

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Good energy.

signs
 Love your boy
 in middle.
 Lots of energy.

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



Team Name Bourbon County
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
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>	5	4.2
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.3
<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	4.4
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	4.1
Total	Possible	30
		26 ✓

T leads are inconsistent overall motions need to be sharper.
Don't lose energy throughout section.
Kick placement was inconsistent 3 out of 5 pk.
Great use of flags during recap.

Keep voices consistent during and call backs.

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition _____

Bourbon County
Game Day Large

Team Name _____

Division _____

ST
PY
T
RT/ST
J

0 - :15 Seconds											

ST
PY
T
RT/ST
J

:15 - :30 Seconds											

ST
PY
T
RT/ST
J

:30 - :45 Seconds											

ST
PY
T
RT/ST
J

:45 Seconds - 1 Minute											

ST
PY
T
RT/ST
J

1:00 Minute - 1:15											

ST
PY
T
RT/ST
J

1:15 - 1:30											

ST
PY
T
RT/ST
J

1:30 - 1:45											

ST
PY
T
RT/ST
J

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

2:00 - 2:15											

ST
PY
T
RT/ST
J

2:15 - 2:30											

ST
PY
T
RT/ST
J

2:30 - 2:45											

ST
PY
T
RT/ST
J

2:45 - 3:00											

Overtime Deduction	
1- 5 (1.0)	
6 + (2.0)	
Total Time:	2:53
Music Time:	_____
Time Deduct:	0
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
Point Deduction Total	: 0



RULES VIOLATIONS

TEAM NAME _____

**Bourbon County
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				<i>0</i>