

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



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

Band Chant (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>work on precision</i> <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.1
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i> <i>minor issues</i>	5	4.3
<i>Formations & Spacing</i> <i>D-C-H-S</i> <i>Crowd coverage & precise spacing</i> <i>form off middle</i> <i>Execution of formations & transitions</i>	5	4.2
<i>Visual Appeal</i> <i>focus on crowd not form change</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5	4.2
Overall Impression (5)	Points	Score
<i>Leadership to engage & connect with the crowd</i> <i>Great energy</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>	5	4.3
Total	Possible	30
		26.1 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name Daviess County
Game Day Large

Division _____ 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	4.6
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>	5	4.7
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>	10	9.5
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>	10	9.5
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	4.8
Total	Possible	40
		38.1 ✓

Good crowd coverage
 Cute 1, 2, 3
 Watch transitions of skills
 Careful on timing of some incorp
 nice incorp
 Hit hitch solids
 Engaging & great energy

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



Daviess County
Game Day Large

Team Name _____

Division _____

Judge No. _____

Fight Song (25)	Points	Score
<i>Game Day Material & 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	4.4
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.7
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.6
<i>Effectiveness & Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.5
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	4.7
Total	Possible	30
		27.9 ✓

Flag pass was off time in opening pass. Strong voices
 stunts were effective. Watch sign work's sharpness during sweep.
 Strong use of flag. Don't let motions float from side to the other.
 Keep genuine energy & spirit up throughout section.

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition **Daviess County** _____

Team Name _____ **Game Day Large** _____

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													

Overtime Deduction
1- 5 (1.0)
6 + (2.0)

ST
PY
T
RT/ST
J

2:30 - 2:45													

ST
PY
T
RT/ST
J

2:45 - 3:00													

Total Time: 2:58

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 _____

**Daviess 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				