UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team	Name
Division	on

East Carter Game Day Large

1	
Judge	Mo
Juuge	IAO.

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Opening difficult to follow Practical & relevant to the Game Day environment	5	4
Motion Technique Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3,6
Crowd Leading Tools Sign 5 need to Sharper Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	3.5
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3,4
Visual Appeal add more of this contequenty Creative movements and musicality Use of level changes, ripples, & other techniques	5	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	3.5
Total Possible	30	31.4

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name

Division

East Carter
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	4.0
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.0
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8,8
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8,5
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	4.0
Total Possible	40	34.3

Good use of floor thit v motions bed watch placement + effective use of sign Use your words to engage hice energy

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UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Team Name

East Carter
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	4.2
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.3
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.2
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4,4
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	4.1
Total Possible	30	76.2

(Orners)

- Keep energy of teams. James Son theer to Fight song
 - David count and land Genome Smiles
 - UAKEN High U PAREMENT JUNG OUT WAS OFF TIME (FEET)
 - Making now to be sharper throughout

Universal Cheerleaders Association Point Deduction Sheet



1	N <u>eie</u>	Title of Competition	East Carter —	
		Team Name	Game Day Large	
		Division		
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PY		PY	PY	ary of the policy
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RT/ST		RT/ST	HT/ST	The Charles
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ST		ST		No.
PY		PY	PY	The state of the
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ا	:45 Seconds - 1 Minute			
	140 deconds - 1 Williate		Minute - 1:15 1:15 - 1	:30
ST		ST	ST - Partner Stunt AF - Athlete Fall	.5
PY T		PY T	PY - Pyramid BF1 - Minor Building	
RT/ST		RT/ST	T - Basket Toss Fall RT/ST - Tumbling BF2 - Major Building	2.0
J		J	J - Jumps Fall PF - Pyramid Fall	3.0
	1:30 - 1:45	Marie de Nation de la Largement explaine de college de la College de Large de Large de Large de Large de Large	1:45 - 2:00	
ST		ST	Overtime Deduction 1- 5 (1.0)	
PY		PY	6 + (2.0)	
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- 4	2:00 - 2:15	personal reconstruction of the entire to the personal depth transfer	2:15 - 2:30 Time Deduct.:	-
ST		ST	x 0.5 =	
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T		т	x 2.0 =	
RT/ST		RT/ST	x 3.0 =	
J		J	Point Deduction	
	2:30 - 2:45		2:45 - 3:00 Total :	



TEAM NAME	East Carter				
DIVISION	Game Day	Large			
BOW		0.00	8 10	☐ (.25)	
BOUNDARY VIOLATIONS College & NHSCC ONLY				x (0.5)	
PROP VIOLATIONS		S. Capita	1 K.	(0.5)	
UNSPORTSMANLIKE BEHAVIOR				x (1.0)	
EXCESSIVE CELEBRATION / T	EAM INTRODUCT	IONS		x (1.0)	
GAME DAY FORMAT VIOLATIO	N			x (1.0)	
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)	
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	TOTAL	SAFETY INF	RACTION:		
	RULES	S DEDUC	TION	8	