

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name _____

East Carter
Game Day Large

Division _____

Judge No. _____

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd <i>opening difficult to follow</i> Practical & relevant to the Game Day environment	5	4
Motion Technique <i>work on this - high v's are "T's"</i> Precision, sharpness, placement, & synchronization of motions	5	3.5
Crowd Leading Tools <i>Signs need to sharper</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	3.5
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions <i>lost crowd engagement</i>	5	3.4
Visual Appeal <i>add more of this category</i> Creative movements and musicality Use of level changes, <u>ripples</u> , & 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 East Carter
Division 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	4.0
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	4.0
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	8.8
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	8.5
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	4.0
Total	Possible	40	34.3 ✓

Good use of floor
 Hit v motions
 watch placement + effective use of signs
 Use your words to engage nice energy
 Be careful w flow of cheer

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



East Carter

Team Name

Game Day Large

Division

Judge No.

Fight Song (25)	Points	Score
<i>Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment</i>	5	5
<i>Motion Technique Precision, sharpness, placement, & synchronization of motions</i>	5	4.2
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>	5	4.3
<i>Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions</i>	5	4.2
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>	5	4.4
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	4.1
Total	Possible	30
		26.2 ✓

Comments →

- Keep energy up trans. Being seen cheer to fight song
- Don't count out loud - genuine smiles
- Watch high U placement - jump out was off time (feet)
- Matrons need to be sharper throughout



RULES VIOLATIONS

TEAM NAME _____

East Carter
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				