

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name Eastern 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> tech. lost in ripples & spins Precision, sharpness, placement, & synchronization of motions	5	3.5
<i>Crowd Leading Tools</i> sync issues/ Proper use of signs, poms, megaphones & flags Sharpness & synchronization sharpness + precision	5	3.6
<i>Formations & Spacing</i> need to use more floor Crowd coverage & precise spacing Execution of formations & transitions more form change	5	3.4
<i>Visual Appeal</i> Creative movements and musicality Use of level change, ripples, & other techniques	5	3.4
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	3.5
Total	Possible	30
		21.4 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name Eastern
 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	4.4
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	4.3
<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	4.3
Total	Possible	40	36 ✓

stay strong using signs to engage
 Tighter motions
 Good incorp of skills

Keep up w/ words
 to the end
 of cheer.
 Good use of floor.

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



Eastern

Team Name

Game Day Large

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	4.2
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.4
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.1
<i>Effectiveness & Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.3
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	4.3
Total	Possible	30
		26.3 ✓

Keep energy up when transitioning to incorp.
 motions were well placed but need to be sharper
 stick & shakers. Liberties were well executed
 Keep voices up on call back. Spread floor for maximum floor coverage
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When
 TRANSITIONING
 LONGS.



A VARSITY SPIRIT BRAND

Universal Cheerleaders Association Point Deduction Sheet

Title of Competition _____

Eastern _____

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

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:	2:47
Music Time:	_____
Time Deduct:	0
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
Point Deduction Total	: 0



RULES VIOLATIONS

**Eastern
Game Day Large**

TEAM NAME _____

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>Ø</i>