

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name _____ **Elizabethtown**
Game Day Large _____
Division _____ **Judge No.** _____

Crowd Leading (35)	Points	Score
Game Day Relevance of Situational Sideline <i>Proper response to the sideline cue</i>	5	5
Motion Technique <i>Sharpness, placement, & synchronization of motions</i>	5	4.2
Crowd Leading Tools <i>Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>	5	4.3
Crowd Effectiveness <i>Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>	10	8.8
Effectiveness & Execution of Skills Incorporated <i>Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>	10	8.8
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd <i>Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)</i>	5	4.4
Total	Possible	Score
	40	35.5 ✓

watch timing on stunt transition
Keep up engagement
Be solid w/ sign placement
Stay sharp throughout

Good use of floor
Use voices to engage crowd.
Timing of routine was off at times

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UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



**Elizabethtown
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	4.1
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.3
<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	4.1
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	4.2
Total	Possible	30
		25.9 ✓

Don't let energy drop throughout section - especially transitioning to next.
 Motions were well placed but could be sharper. High U placement was inconsistent.
 Keep up genuine spirit and enthusiasm throughout



Universal Cheerleaders Association Point Deduction Sheet

Title of Competition _____

**Elizabethtown
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: 2:46

Music Time: _____

Time Deduct: 0

x 0.5 _____ = _____

x 1.0 _____ = _____

x 2.0 _____ = _____

x 3.0 _____ = _____

Point Deduction Total : 0



RULES VIOLATIONS

**Elizabethtown
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				