



# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



**Team Name** Highlands  
**Division** Game Day Large **Judge No.** \_\_\_\_\_

Crowd Leading (35)		Points	Score
<i>Game Day Relevance of Situational Sideline</i> <i>Proper response to the sideline cue</i>		5	5
<i>Motion Technique</i> <i>Sharpness, placement, &amp; synchronization of motions</i>		5	4.6
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>		5	4.8
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		10	9.5
<i>Effectiveness &amp; Execution of Skills Incorporated</i> <i>Clean &amp; crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization &amp; spacing</i>		10	9.4
Overall Impression (5)		Points	Score
<i>Leadership to engage &amp; connect with the crowd</i> <i>Genuine school spirit &amp; energy; crowd focused</i> <i>Transitions between Game Day components (minimal &amp; clean)</i>		5	4.8
<b>Total</b>	<b>Possible</b>	<b>40</b>	<b>38.1</b> ✓

Good levels of crowd coverage  
 Watch timing on dismount & transitions  
 Stay tight coming off stunts  
 Clean overall cheer & s.l.  
 Good variety & creativity  
 Nice way to engage the crowd.

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / FIGHT SONG



**Highlands**  
**Game Day Large**

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

Fight Song (25)	Points	Score
<i>Game Day Material &amp; 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 &amp; Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.4
<i>Effectiveness &amp; 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	4.3
<b>Total</b>	<b>Possible</b>	<b>30</b>
		26.6 ✓

Motions need to be sharper. They should not flat from place to place. Watch Bent of Bows.  
 Signs need to be sharper. Incorp was effective.

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Need energy up throughout.





# RULES VIOLATIONS

**Highlands  
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				