UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name
Division

Highlands Game Day Large

	200020
Judge	No
Junge	140.

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	4.7
diagnod lipple timing off Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3,8
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4
Formations & Spacing Ucan Holse UP Crowd coverage & precise spacing model Symbolines Execution of formations & transitions	5	3.9
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd CYCAR Genuine school spirit & energy; crowd focused CYCAR Transitions between Game Day components (minimal & clean)	5	H
Total Possible	30	24.4

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name

Division

Highlands Game Day Large

Judge	No.
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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	4.6
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.8
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9,5
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9,4
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	4.8
Total Possible	40	38,1

Good levels a crowd coverage
Watch timing on dismount & transitions Good variety of creativity
Stay tight coming off Structs
This creation or evaluation of the crowd
This creation the ordered chur of Spirit and may not be reproduced in part or in whole for

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UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Team Name

Highlands 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	ч.1
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	4.4
Effectiveness & Execution of Skills Incorporated 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
Total Possible	30	26.60

Motions need to be Shapper. They should hat not Flort from Place to Place which Brid Glows.

Signs need to be shapper. Driving was effective.

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Jech energy of throughout.

Universal Cheerleaders Association Point Deduction Sheet



		Title of Competition _	Highlands	
		Team Name	Game Day Large	
		Division		
ST		ST	ST	
PY		PY	PY	
Т		Т	T))
RT/ST		RT/ST	RT/ST	
J		J	J	
[0 - :15 Seconds		B0 Seconds :	30 - :45 Seconds
Г				
ST		ST	ST	
PY T		PY T	PY T	
RT/ST		RT/ST	RT/ST	
J		J		1111
_ [:45 Seconds - 1 Minute		inute - 1:15	1:15 - 1:30
F	140 Geodina Timina			end
ST		ST	ST - Partner Stunt	AF - Athlete Fall .5
PY		PY T	PY - Pyramid	BF1 - Minor Building 1.0
T RT/ST		RT/ST	T - Basket Toss RT/ST - Tumbling	Fall BF2 - Major Building 2.0
J	T 1 1 1 1 1 1 1 1	J	J - Jumps	Fall PF - Pyramid Fall 3.0
١	1:30 - 1:4		1:45 - 2:00	FF-Fyramid Fan 3.0
Γ	1.30 - 1.4		Overtin	ne Deduction 5 (1.0)
ST		ST		+ (2.0)
PY	11	PY	1	1 (10)
T		T RT/ST	Total Time:	7:50
RT/ST		J	Music Time: _	= =
J	production and the control of the co		2:15 - 2:30 Time Deduct.:	0
	2:00 - 2:1	5	2:15 - 2:50	N
ST		ST	x 0.5	=
PY		PY	x 1.0	=
T		Т	x 2.0	=
RT/ST		RT/ST	x 3.0	=_
J		J J	Point Deduc	tion :
	2:30 - 2:4	L5 \	2:45 - 3:00	



RULES VIOLATIONS

TEAM NAME	Game Day				
DIVISION					
BOW				(.25)	
BOUNDARY VIOLATIONS College & NHSCC ONLY				x (0.5)	1 12
PROP VIOLATIONS				(0.5)	
UNSPORTSMANLIKE BEHAVIO	R			x (1.0)	
EXCESSIVE CELEBRATION /	TEAM INTRODUCT	TONS		x (1.0)	
GAME DAY FORMAT VIOLATION	ON			x (1.0)	
RULE INFRACTION	WARNING	CATEGORY	PAGE#	(2.0 or 3.0)	U.
	0	8			
	□				
	□				
					
	□				
	□				
	□				
	TOTAL	SAFETY INF	FRACTION:		
	DIII F	S DEDUC	TION	N	ā