

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / BAND CHANT



**Team Name** Hopkins County  
**Division** Central  
Game Day Large **Judge No.** \_\_\_\_\_

Band Chant (25)	Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical &amp; relevant to the Game Day environment</i>	5	4
<i>Motion Technique</i> <i>Precision sharpness, placement, &amp; synchronization of motions</i>	5	3.5
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	3.5
<i>Formations &amp; Spacing</i> <i>Crowd coverage &amp; precise spacing</i> <i>Execution of formations &amp; transitions</i>	5	3.4
<i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, &amp; other techniques</i>	5	3.5
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	3.5
<b>Total</b>	<b>Possible</b>	<b>30</b>
		21.4 ✓

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



Team Name

**Hopkins County**

Division

**Central  
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, &amp; synchronization of motions</i>		5	4
<i>Crowd Leading Tools Proper use of signs, poms, megaphones &amp; flags Sharpness &amp; synchronization</i>		5	4.1
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	8.5
<i>Effectiveness &amp; Execution of Skills Incorporated Clean &amp; crowd effective skills relevant to Game Day environment Technique, stability, synchronization &amp; spacing</i>		10	8.5
Overall Impression (5)		Points	Score
<i>Leadership to engage &amp; connect with the crowd Genuine school spirit &amp; energy; crowd focused Transitions between Game Day components (minimal &amp; clean)</i>		5	4.1
<b>Total</b>	<b>Possible</b>	<b>40</b>	<b>34.2</b>

Careful on transitions into new p  
Timing off @ times  
Watch flinging arms - placement  
Good use of floor  
Engage crowd w/  
Incor ps + signs

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / FIGHT SONG



**Team Name**                     Hopkins County                      
**Division**                     Central                      
                    Game Day Large                     **Judge No.**                     

Fight Song (25)		Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical &amp; relevant to the Game Day environment</i>		5	5
<i>Motion Technique</i> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>		5	4.1
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>		5	4.4
<i>Formations &amp; Spacing</i> <i>Crowd coverage &amp; precise spacing</i> <i>Execution of formations &amp; transitions</i>		5	4.2
<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>		5	4.4
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	4.3
<b>Total</b>	<b>Possible</b>	<b>30</b>	26.4 ✓

High V placement is inconsistent across team. Overall motions are well placed but need to be sharper. Poms feet was bumpy at times.  
 Keep energy up when transitioning to incorp. make sure to cheer to the crowd not each other. Great use of floor. Don't lose energy.



# Universal Cheerleaders Association Point Deduction Sheet

Title of Competition \_\_\_\_\_ **Hopkins County** \_\_\_\_\_  
 Team Name \_\_\_\_\_ **Central** \_\_\_\_\_  
 Division \_\_\_\_\_ **Game Day Large** \_\_\_\_\_

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	.5
PY	- Pyramid	
T	- Basket Toss	
RT/ST	- Tumbling	
J	- Jumps	
	AF - Athlete Fall	.5
	BF1 - Minor Building Fall	1.0
	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											

<b>Overtime Deduction</b>	
1- 5 (1.0)	
6 + (2.0)	
Total Time:	2:59
Music Time:	_____
Time Deduct:	0
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
<b>Point Deduction Total</b>	<b>: 0</b>



# RULES VIOLATIONS

TEAM NAME \_\_\_\_\_ **Hopkins County** \_\_\_\_\_  
**Central** \_\_\_\_\_  
 DIVISION \_\_\_\_\_ **Game Day Large** \_\_\_\_\_

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				