

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / BAND CHANT



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

Band Chant (25)	Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment	5	3.9
<i>Motion Technique</i> <i>not uniform - not precise</i> Precision, sharpness, placement, & synchronization of motions	5	3.5
<i>Crowd Leading Tools</i> <i>add more of this category</i> Proper use of signs, poms, megaphones & flags Synchronicity & synchronization	5	3.3
<i>Formations &amp; Spacing</i> <i>add more of this</i> Crowd coverage & precise spacing Execution of formations & transitions	5	3.3
<i>Visual Appeal</i> <i>need more</i> Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.3
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	3.3
<b>Total</b>	<b>Possible</b>	<b>30</b>
		20.6 ✓

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



**Team Name** John Hardin  
**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	3.9
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	4
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>	10	7.9
<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	8
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
<b>Total</b>	<b>Possible</b>	<b>40</b>
		32.8 ✓

Stay tight w/ motions  
 Use facials to engage crowd  
 Good use of floor

Careful w/ transitions  
 Stay strong in stunts on top.

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Watching timing throughout

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



**John Hardin**

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

**Game Day Large** \_\_\_\_\_

Division \_\_\_\_\_

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	3.8
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	4.0
<i>Formations &amp; Spacing</i> <i>Crowd coverage &amp; precise spacing</i> <i>Execution of formations &amp; transitions</i>	5	4.3
<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	4.1
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	3.9
<b>Total</b>	<b>Possible</b>	<b>30</b>
		25.1 ✓

Keep energy up throughout section - especially when moving to 2nd row  
 Work over all motion placement & sharpness. Touch Down motions  
 creative transitions!! - Keep feet together in Back handsprings  
 Have all genuine spirit & enthusiasm - SMILE!!

# Universal Cheerleaders Association Point Deduction Sheet



Title of Competition \_\_\_\_\_

**John Hardin**  
**Game Day Large**

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

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															

x.51  
BF1

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)

Total Time:	2:53
Music Time:	
Time Deduct:	0
x 0.5	=
x 1.0	1 = 1.0
x 2.0	=
x 3.0	=
Point Deduction Total	: 1.0

ST	PY	T	RT/ST	J																
					2:30 - 2:45															

ST	PY	T	RT/ST	J																
					2:45 - 3:00															



# RULES VIOLATIONS

**John Hardin  
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		