

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Madison Southern

Team Name _____

Game Day Large _____

Division _____

Judge No. _____

Band Chant (25)		Points	Score
<i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment		5	4.5
<i>Motion Technique</i> <i>timing issues - arm placement in turns</i> Precision, sharpness, placement, & synchronization of motions		5	3.8
<i>Crowd Leading Tools</i> <i>timing issues in front</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	3.9
<i>Formations & Spacing</i> <i>watch diagonal form.</i> Crowd coverage & precise spacing Execution of formations & transitions		5	3.9
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques		5	3.8
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	3.9
Total	Possible	30	23.8 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name Madison Southern
Division 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, & synchronization of motions</i>		5	4.5
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	4.7
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	9
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	9
Overall Impression (5)		Points	Score
<i>Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)</i>		5	4.6
Total	Possible	40	36.8 ✓

Good crowd coverage
 Watch sign timing
 Keep up the words
 engage
 Careful on skill tort.
 Hit positions solid
 Creative ideas.
 Great faces.

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Team Name Madison Southern
Game Day Large _____

Division _____

Judge No. _____

Fight Song (25)	Points	Score
<i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>	5	5
<i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.1
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>	5	4.3
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.5
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i>	5	4.3
Overall Impression (5)	Points	Score
<i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>	5	4.3
Total	Possible	30
		26.5 ✓

Good energy to start section
Watch motion placement on H&K U's
Don't lose energy moving to
Incip

Motions need to be sharper. They
need to hit before moving to
the next one.

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition Madison Southern

Team Name 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											

ST
PY
T
RT/ST
J

2:30 - 2:45											

ST
PY
T
RT/ST
J

2:45 - 3:00											

Overtime Deduction	
1- 5 (1.0)	
6 + (2.0)	
Total Time:	<u>7:52</u>
Music Time:	_____
Time Deduct:	<u>0</u>
x 0.5	_____ = _____
x 1.0	<u>1</u> = <u>1.0</u>
x 2.0	_____ = _____
x 3.0	_____ = _____
Point Deduction Total	: <u>1.0</u>

X
1:49
BF1



RULES VIOLATIONS

TEAM NAME _____

**Madison Southern
Game Day Large**

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				