

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



McCracken County
Game Day Large

Team Name

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	5
<i>Motion Technique</i> <i>sharper - work placement on kids</i> Precision, sharpness, placement, & synchronization of motions	5	3.9
<i>Crowd Leading Tools</i> <i>sync issues signs + flags</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4
<i>Formations & Spacing</i> <i>form issues in ◊</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	4.2
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) <i>Great energy!</i>	5	4.1
Total	Possible	30
		25.1 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name McCracken County
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	4.4
<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	9.2
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	9.2
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	4.7
Total	Possible	40	37.2 ✓

Nice energy! stay sharp. Hit last motion
Watch low motions
Great voices - watch when moving
solid for sharp ending of cheer.
Very engaging

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



McCracken County

Team Name _____

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	4.3
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>	5	4.5
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.3
<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	4.4
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	4.4
Total	Possible	30
		26.9 ✓

- Point across backs
- Don't sing motions. They need to hit sharp.
- Keep some energy in spirit throughout.
- Top girls feet were spaced inconsistent in stut step.

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Universal Cheerleaders Association Point Deduction Sheet

Title of Competition McCracken County

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											

Overtime Deduction 1- 5 (1.0) 6 + (2.0)
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Total Time: 2:52

Music Time: _____

Time Deduct: 0

- x 0.5 _____ = _____
- x 1.0 _____ = _____
- x 2.0 _____ = _____
- x 3.0 _____ = _____

Point Deduction Total : 0



RULES VIOLATIONS

TEAM NAME _____

**McCracken County
Game Day Large**

DIVISION _____

BOW	<input type="checkbox"/>	(.25)		
BOUNDARY VIOLATIONS College & NHSCC ONLY	_____	x (0.5)		
PROP VIOLATIONS	<input checked="" 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				0.5