

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Paul Laurence
Dunbar
Game Day Large

Team Name _____ Judge No. _____
 Division _____

| Band Chant (25) | Points | Score |
|---|-----------------|-----------|
| <i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment <i>engage crowd - more energy</i> | 5 | 4 |
| <i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions | 5 | 3.5 |
| <i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization <i>signs / flags not sync. need more precision/sharper</i> | 5 | 3.5 |
| <i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions | 5 | 3.5 |
| <i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques <i>more of this category needed</i> | 5 | 3.5 |
| Overall Impression (5) | Points | Score |
| <i>Leadership to engage & connect with the crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean) <i>need more energy</i> | 5 | 3.5 |
| Total | Possible | 30 |
| | | 21.7 ✓ |

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name Paul Laurence
Division Dunbar **Judge No.** _____
Game Day Large

| 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, & synchronization of motions</i> | | 5 | 4.4 |
| <i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i> | | 5 | 4.6 |
| <i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i> | | 10 | 9 |
| <i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i> | | 10 | 9 |
| 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 | 4.5 |
| Total | Possible | 40 | 36.5 ✓ |

Good crowd coverage
 Stay solid w/ signs & hit placement
 Use your faces to engage crowd
 Watch timing w/ signs + transitions
 Good incorporate trans.

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Paul Laurence

Team Name

Dunbar

Division

Game Day Large

Judge No.

| Fight Song (25) | Points | Score |
|---|-----------------|--------------|
| <i>Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment</i> | 5 | 5 |
| <i>Motion Technique Precision, sharpness, placement, & synchronization of motions</i> | 5 | 4.2 |
| <i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i> | 5 | 4.4 |
| <i>Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions</i> | 5 | 4.4 |
| <i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i> | 5 | 4.5 |
| 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 | 4.3 |
| Total | Possible | 30 |
| | | 26.8 ✓ |

Keep energy up during transition to section.
Don't sling punch motion.
Songs had good height. Point to toes

Good use of the floor.
Keep voices consistent

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition Paul Laurence
 Team Name Dunbar
 Division Game Day Large

ST
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RT/ST
J

| | | | | | | | | | | | |
|-----------------|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | | |
| 0 - :15 Seconds | | | | | | | | | | | |

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| :15 - :30 Seconds | | | | | | | | | | | |

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| :30 - :45 Seconds | | | | | | | | | | | |

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| :45 Seconds - 1 Minute | | | | | | | | | | | |

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| 1:00 Minute - 1:15 | | | | | | | | | | | |

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| 1:15 - 1:30 | | | | | | | | | | | |

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| 1:30 - 1:45 | | | | | | | | | | | |

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| | | | | | | | | | | | |
| 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 | | |

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| 2:00 - 2:15 | | | | | | | | | | | |

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| | | | | | | | | | | | |
| 2:15 - 2:30 | | | | | | | | | | | |

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| Overtime Deduction 1- 5 (1.0) 6 + (2.0) |
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| 2:30 - 2:45 | | | | | | | | | | | |

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| | | | | | | | | | | | |
| 2:45 - 3:00 | | | | | | | | | | | |

| | |
|------------------------------|---------------|
| Total Time: | _____ |
| Music Time: | _____ |
| Time Deduct.: | _____ |
| x 0.5 | _____ = _____ |
| x 1.0 | _____ = _____ |
| x 2.0 | _____ = _____ |
| x 3.0 | _____ = _____ |
| Point Deduction Total | : <u>0</u> |



RULES VIOLATIONS

TEAM NAME _____

Paul Laurence

Dunbar

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 | | | | \emptyset |