

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / BAND CHANT



**Team Name** Perry County  
**Division** Central  
**Game Day Large** 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	4.2
<i>Motion Technique</i> <i>clean up this category</i> <i>Precision sharpness placement &amp; synchronization of motions</i> <i>need uniformity</i>	5	3.4
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags <i>Sharpness &amp; synchronization</i> <i>timing issues</i>	5	3.7
<i>Formations &amp; Spacing</i> Crowd coverage & <i>precise spacing</i> Execution of formations & transitions	5	3.5
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.4
Overall Impression (5)	Points	Score
<i>Leadership to engage &amp; connect with the crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	3.0
<b>Total</b>	<b>Possible</b>	<b>30</b>
		22.2 ✓

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



Perry County

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

Central

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	4.0
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>		5	4.2
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		10	8.6
<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	8.6
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	4.2
<b>Total</b>	<b>Possible</b>	<b>40</b>	<b>34.6</b> ✓

Stay tight throughout  
Use voices to engage  
Good use of floor.

Keep up engage with crowd.

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



**Perry County**

**Team Name**

**Central**

**Division**

**Game Day Large**

**Judge No.**

<b>Fight Song (25)</b>	<b>Points</b>	<b>Score</b>
<i>Game Day Material &amp; Crowd Effectiveness Ability to engage the crowd Practical &amp; relevant to the Game Day environment</i>	<b>5</b>	5
<i>Motion Technique Precision, sharpness, placement, &amp; synchronization of motions</i>	<b>5</b>	4.0
<i>Crowd Leading Tools Proper use of signs, poms, megaphones &amp; flags Sharpness &amp; synchronization</i>	<b>5</b>	4.3
<i>Formations &amp; Spacing Crowd coverage &amp; precise spacing Execution of formations &amp; transitions</i>	<b>5</b>	4.1
<i>Effectiveness &amp; Execution of Skills Incorporated Clean &amp; crowd effective skills relevant to Game Day environment Technique, stability, synchronization &amp; spacing</i>	<b>5</b>	4.1
<b>Overall Impression (5)</b>	<b>Points</b>	<b>Score</b>
<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>	<b>5</b>	4.2
<b>Total</b>	<b>Possible</b>	<b>25.7</b>

1/2 High V placement is inconsistent.  
Keep energy up during transition to cheer.  
Sign work needs to be sharper  
Good use of the floor.

Voices need to be consistent on call backs.





# RULES VIOLATIONS

TEAM NAME \_\_\_\_\_

**Perry 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		