UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name

Perry County Central

Division

Game Day Large

Judge No.

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	4,2
Motion Technique UCAN UP This Category Precision sharpness placement & synchronization of motions NED UNITOWATU	5	34
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization Tymn C 155005	5	3.1
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	35
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.4
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	3.0
Total Possible	30	22.2

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD I EADING



Team Name

Division

Perry County Central Game Day Large

Judge No.

Crowd Leading (35)	Points	Score
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5
Motion Technique Sharpness, placement, & synchronization of motions	5	4.0
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4,2
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.6
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8,6
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	4,2
Total Possible	40	34.6

Stay tight throughout Use yoi'ces to engage Good use of Floor

Keep up engage with

UNIVERSAL CHEERLEADERS ASSOCIATION **GAME DAY / FIGHT SONG**



Team Name

Perry County Central

Division

Game Day Large

Judge No.

Fight Song (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	5.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.3
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.1
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	4.2
Total Possible	30	25.7

1/2 itish u placement is inconsisted. Keep enersy upoliting transition to incorp Sign water needs to Be 5 happa This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, for

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Universal Cheerleaders Association Point Deduction Sheet



		Title of Competition	Perry County
	0	Team Name	Central
		1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Game Day Large
		Division	
ST		ST	The state of the s
PY		PY	PY
T		T	T
rt/st J		RT/ST	RT/ST
٠			J
ı	0 - :15 Seconds] :15 -	- :30 Seconds :30 - :45 Seconds
ST		ST	ST
PΥ		PY	PY
Т	100	T	T
RT/ST	1 T	RT/ST	RT/ST
J		J	J
	:45 Seconds - 1 Minute	1:00	Minute - 1:15 1:15 - 1:30
ST		ST	Legend
PY		PY	ST - Partner Stunt AF - Athlete Fall .5
Т		т	PY - Pyramid BF1 - Minor Building 1.0
RT/ST		RT/ST	RT/ST - Tumbling BF2 - Major Building 2.0
J		JIIIII	J - Jumps Fall PF - Pyramid Fall 3.0
	1:30 - 1:45		1:45 - 2:00
			Overtime Deduction
ST		ST	1- 5 (1.0) 6 + (2.0)
PY -		PY	
T		T	Total Time: 2:48
RT/ST		RT/ST	Music Time:
J		J	Time Deliver
	2:00 - 2:15		2:15 - 2:30
ST		ST	x 0.5 =
PY		PY	x 1.0 =
T		Т	x 2.0 =
RT/ST	1	RT/ST	х 3.0 =
J		J	Point Deduction
	2:30 - 2:45	Parameter and all and an administration of the second seco	2:45 - 3:00 Total :



RULES VIOLATIONS

TEAM NAME	Central		Central —		<u> </u>		
BOW				☐ (.25)			
BOUNDARY VIOLATIONS College & NHSCC ONLY				x (0.5)			
PROP VIOLATIONS				(0.5)			
UNSPORTSMANLIKE BEHAVIOR				x (1.0)			
EXCESSIVE CELEBRATION / TEA	M INTRODUC	TIONS		x (1.0)			
GAME DAY FORMAT VIOLATION				x (1.0)			
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)			
	. 🗖		-				
	TOTAL	SAFETY INF	RACTION:		134		
	RULE	S DEDUC	TION	0			