

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



**Team Name** Prestonsburg  
**Division** 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 <p style="margin-left: 20px;"><i>signs hard to follow in spin</i></p>	5	4
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions <p style="margin-left: 20px;"><i>placement &amp; sharpness</i></p>	5	3.5
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization <p style="margin-left: 20px;"><i>hard to see signs</i></p>	5	3.4
<i>Formations &amp; Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	3.3
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.3
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	3.4
<b>Total</b>	<b>Possible</b>	<b>30</b>
		20.9 ✓

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



Team Name Prestonsburg  
Game Day Large

Division \_\_\_\_\_

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
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	4.1
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>	10	8.5
<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	8.4
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	4.1
<b>Total</b>	<b>Possible</b>	<b>40</b>
		34.1 ✓

Watch flow of the cheer  
 Careful on sign placement to engage crowd  
 Sharpen motions + placement  
 Good use of floor  
 Transitions need to be smooth & clean

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



**Team Name** Prestonsburg  
**Game Day Large** \_\_\_\_\_

**Division** \_\_\_\_\_

**Judge No.** \_\_\_\_\_

<b>Fight Song (25)</b>	<b>Points</b>	<b>Score</b>
<i>Game Day Material &amp; Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical &amp; relevant to the Game Day environment</i>	<b>5</b>	5
<i>Motion Technique</i> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>	<b>5</b>	4.1
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	<b>5</b>	4.3
<i>Formations &amp; Spacing</i> <i>Crowd coverage &amp; precise spacing</i> <i>Execution of formations &amp; transitions</i>	<b>5</b>	4.4
<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>	<b>5</b>	4.3
<b>Overall Impression (5)</b>	<b>Points</b>	<b>Score</b>
<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>	<b>5</b>	4.3
<b>Total</b>	<b>Possible</b>	<b>30</b>
		26.4

Keep energy up during transition to fight song.  
Don't sling shoulders back when hitting High U's  
Timing was off on lead in to start incantation.

Good use of  
Stor. Keep  
voice up on  
CALL BACK.



A VARSITY SPIRIT BRAND

# Universal Cheerleaders Association Point Deduction Sheet

Title of Competition \_\_\_\_\_ **Prestonsburg** \_\_\_\_\_  
 Team Name \_\_\_\_\_ **Game Day Large** \_\_\_\_\_  
 Division \_\_\_\_\_

ST  
PY  
T  
RT/ST  
J

--	--	--	--	--	--	--	--	--	--	--	--

**0 - :15 Seconds**

ST  
PY  
T  
RT/ST  
J

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**:15 - :30 Seconds**

ST  
PY  
T  
RT/ST  
J

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**:30 - :45 Seconds**

ST  
PY  
T  
RT/ST  
J

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**:45 Seconds - 1 Minute**

ST  
PY  
T  
RT/ST  
J

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**1:00 Minute - 1:15**

ST  
PY  
T  
RT/ST  
J

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**1:15 - 1:30**

ST  
PY  
T  
RT/ST  
J

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**1:30 - 1:45**

ST  
PY  
T  
RT/ST  
J

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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	

ST  
PY  
T  
RT/ST  
J

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**2:00 - 2:15**

ST  
PY  
T  
RT/ST  
J

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**2:15 - 2:30**

ST  
PY  
T  
RT/ST  
J

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**2:30 - 2:45**

ST  
PY  
T  
RT/ST  
J

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**2:45 - 3:00**

<b>Overtime Deduction</b>	
1- 5 (1.0)	
6 + (2.0)	
Total Time:	<u>2:29</u>
Music Time:	_____
Time Deduct.:	<u>0</u>
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
<b>Point Deduction Total</b>	<b>: <u>0</u></b>



# RULES VIOLATIONS

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

**Prestonsburg  
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				