

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name _____ **Russell County**
Game Day Large _____

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	4.1
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions not uniform - lack of precision w/ arm motions		5	3.6
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization signs/flags not synced		5	3.4
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions spacing off - watch lines!		5	3.5
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques spins off in ripple		5	3.6
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) very energetic		5	3.7
Total	Possible	30	22.7 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name Russell County
Game Day Large _____

Division _____ **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	4.3
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	4.5
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	9.1
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	8.9
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	4.5
Total	Possible	40	36.3 ✓

Watch sign timing
 Good use of levels
 Nice energy

Don't rush words
 Good use of floor + engage
 Spacing off @ times -

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



Russell County
Game Day Large

Team Name _____

Division _____

Judge No. _____

Fight Song (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> Precision, sharpness, placement, & synchronization of motions		5	3.9
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	4.0
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	4.3
<i>Effectiveness & Execution of Skills Incorporated</i> 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
Total	Possible	30	25.3

WALK 5 FIGHT SONGS TIMING
 KILL PLACEMENT - POINT UP
 START TIMING WAS OUT OF SYNC.

SHARPEN SIGN WORK

MOTIONS NEED TO BE SHARPER THROUGHOUT - DON'T BURR

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition _____ **Russell 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)																																									
Total Time:	2:53																																								
Music Time:	_____																																								
Time Deduct:	0																																								
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x 1.0																																									
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x 3.0																																									
Point Deduction Total	: 0																																								

ST
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RT/ST
J

2:30 - 2:45											

ST
PY
T
RT/ST
J

2:45 - 3:00											



RULES VIOLATIONS

Russell County Game Day Large

TEAM NAME _____

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				