

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name Sacred Heart **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
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions		5	3.6
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	3.7
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	3.7
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques		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)		5	3.6
Total	Possible	30	22.2 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Sacred Heart
Game Day Large

Team Name

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, & synchronization of motions</i>		5	4
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>		5	4
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		10	8.5
<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	8.6
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	4.1
Total	Possible	40	34.2 ✓

Use signs effectively & watch timing
 nice visuals - keep padding
 Careful w/ flag timing
 Use cheer for more engagement w/ props.

Use formations to effectively engage crowd
 Watch last motion of cheer
 move quickly into trans.
 to fs.

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



**Sacred Heart
Game Day Large**

Team Name _____

Division _____

Judge No. _____

Fight Song (25)		Points	Score
<i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>		5	5
<i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i>		5	3.9
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>		5	4.1
<i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>		5	4
<i>Effectiveness & Execution of Skills Incorporated</i> <i>Clean & crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization & spacing</i>		5	4.1
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
Total	Possible	30	25.1 ✓

Watch left elbows in motions. Sharper throughout. High U placement was inconsistent

Top girls - make sure to keep lifting head to center when spiriting.
Skin work needs to be sharper. Keep energy up and voices

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consistent



RULES VIOLATIONS

TEAM NAME _____

**Sacred Heart
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				