# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



**Team Name** 

Sacred Heart
Game Day Large

**Division** 

Judge No.

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness  Ability to engage the crowd NELD TO MAY IMPLE FLOOR  Practical & relevant to the Game Day environment Space	5	H
Motion Technique  Precision sharpness, placement, & synchronization of motions	5	3,6
Crowd Leading Tools Himna Off in 1993 51905 Proper use of signs, poms, megaphones & flags of 1995 Sharpness & synchronization	5	3.7
Formations & Spacing Higher In Framsitions Crowd coverage & precise spacing Execution of formations & transitions	5	3.1
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.
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	3.4
Total Possible	30	72.3

### UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



**Team Name** 

Sacred Heart
Game Day Large

Division	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	Н
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.5
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.4
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	4.1
Total Possible	40	34.2

Use Signs effectively a watch timing use for nature to nice visuals - keep adding effectively engage crows careful w/ flag timing watch last motion of their last cheer for more engagement w/ watch last motion of their last cheer for more engagement props. This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, forty for

events not sponsored and approved by Varsity Spirit.

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



**Team Name** 

**Sacred Heart 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	3.9
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.1
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	V
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
Total Possible	30	25.11

WARL 554 elbars in neticus. Shappen thoushout. Hishu Placement

TOP SOCK- probe sure to Very listing through the center when spiriture This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, for consisteral

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#### **Universal Cheerleaders Association Point Deduction Sheet**



**Sacred Heart** Title of Competition \_ **Game Day Large** Team Name \_\_\_\_\_ Division\_ ST ST ST PY PY PY T T T RT/ST RT/ST RT/ST J J J 0 - :15 Seconds :15 - :30 Seconds :30 - :45 Seconds ST ST ST PY PY PY T T T RT/ST RT/ST RT/ST J J :45 Seconds - 1 Minute 1:00 Minute - 1:15 1:15 - 1:30 Legend ST ST AF - Athlete Fall ST - Partner Stunt .5 PY PY PY - Pyramid BF1 - Minor Building Т 1.0 T - Basket Toss Fall RT/ST - Tumbling BF2 - Major Building RT/ST RT/ST 2.0 - Jumps Fall J J PF - Pyramid Fall 3.0 1:45 - 2:00 1:30 - 1:45 Overtime Deduction 1-5 (1.0) ST ST 6 + (2.0)PY PY T T 2:40 Total Time: RT/ST RT/ST Music Time: \_\_\_ J J Time Deduct.: 2:15 - 2:30 2:00 - 2:15 ST ST x 0.5 PY PY T T RT/ST RT/ST J J **Point Deduction** Total 2:30 - 2:45 2:45 - 3:00



# **RULES VIOLATIONS**

TEAM NAME	Game Day Large			
DIVISION	unic Bay L	.arge 		
BOW				<b>(.25)</b>
BOUNDARY VIOLATIONS College & NHSCC ONLY				x (0.5)
PROP VIOLATIONS				<b>(0.5)</b>
UNSPORTSMANLIKE BEHAVIOR				x (1.0)
EXCESSIVE CELEBRATION / TE	EAM INTRODUCT	TIONS		x (1.0)
GAME DAY FORMAT VIOLATION	N			x (1.0)
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)
	_ •			
			-	
		5 2		
	TOTAL	SAFETY INF	RACTION:	
	RULE	S DEDUC	TION	0