

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name Somerset **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	5
<i>Motion Technique</i> <i>need more uniformity in diagonal transitions</i> Precision, sharpness, placement, & synchronization of motions	5	4
<i>Crowd Leading Tools</i> <i>Signs need to be sharper</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4
<i>Visual Appeal</i> <i>timing off in spins</i> Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.9
Overall Impression (5)	Points	Score
<i>Leadership to engage & connect with the crowd</i> <i>Great energy</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4
Total	Possible	30
		24.9 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name Somerset

Division Game Day Large **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	4.5
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones & flags</i> <i>Sharpness & synchronization</i>		5	4.6
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		10	9.1
<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	9.0
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	4.6
Total	Possible	40	36.8 ✓

Stay clean on transitions in skills
 Good use of floor + props to lead
 Nice energy

Nice voices
 Watch a few motion placements

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



Somerset
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	4.4
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	4.5
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	4.5
<i>Effectiveness & Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing		5	4.4
Overall Impression (5)		Points	Score
<i>Leadership to engage & connect with the crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)		5	4.5
Total	Possible	30	27.3 ✓



Universal Cheerleaders Association Point Deduction Sheet

Title of Competition Somerset

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)

ST
PY
T
RT/ST
J

2:30 - 2:45											

ST
PY
T
RT/ST
J

2:45 - 3:00											

Total Time: 2:54

Music Time: _____

Time Deduct.: 0

x 0.5	_____	=	_____
x 1.0	_____	=	_____
x 2.0	_____	=	_____
x 3.0	_____	=	_____

Point Deduction Total : 0



RULES VIOLATIONS

TEAM NAME _____

**Somerset
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				