

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name South Warren
Division Game Day Large **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	4.5
<i>Motion Technique</i> <i>motions need to be sharper</i> Precision, sharpness, placement, & synchronization of motions <i>more uniformity in H/arm placement</i>		5	3.1
<i>Crowd Leading Tools</i> <i>signs should be sharper</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	3.0
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	3.0
<i>Visual Appeal</i> <i>timing off in ripples -</i> Creative movements and musicality Use of level changes, ripples, & other techniques		5	3.1
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	3.1
Total	Possible	30	23.2 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name South Warren
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	4.4
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	9
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	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	4.6
Total	Possible	40	36.5 ✓

Stay tight on top w/ motions
 Good use of levels
 Hit motions solid & use signs in effective placement
 Nice high
 Good incorp

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Team Name South Warren
 Division Game Day Large 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	4.0
<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	4.5
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
		25.5 ✓

Comments on Back

In consistent motion placement throughout → Specifically High U

Keep energy up while transitioning to section / stunt incorp

Timing & synch was off on tricks.

Stunts were well executed and on time.

- Look overall motion placement & sharpness

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition _____ **South Warren** _____

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)
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Total Time: 2:57

Music Time: _____

Time Deduct.: 0

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

Point Deduction Total : 0

ST
PY
T
RT/ST
J

2:30 - 2:45											

ST
PY
T
RT/ST
J

2:45 - 3:00											



RULES VIOLATIONS

TEAM NAME _____

**South Warren
Game Day Large**

DIVISION _____

BOW (.25)

BOUNDARY VIOLATIONS _____ x (0.5)
College & NHSCC ONLY

PROP VIOLATIONS (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

(Handwritten mark)