

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / BAND CHANT



Team Name Woodford 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	5
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions ft work not sync	5	4.3
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization black flag behind	5	4.4
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions spins affected lines	5	4.3
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques sync off in ripple	5	4.4
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) Great energy	5	4.4
Total	Possible	30
		26.8 ✓

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name Woodford 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	4.5
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	4.8
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	9.5
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	9.4
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	4.7
Total	Possible	40	37.9 ✓

Great energy!
Nice visuals
stay solid on top

Engaging and creative
Cute mascots

Tighten up
Polish some motions
+ sharpness

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



Woodford 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	4.6
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.8
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.6
<i>Effectiveness & Execution of Skills Incorporated</i> Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.6
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	4.8
Total	Possible	30
		28.4 ✓

Good energy to start section.
 Don't slng shoulders back on punch motion. Overall well placed & sharp.
 Sign work could be sharper. Don't bounce
 Inceep was well executed & effective. Don't lose energy & connection during transition to inceep.

Universal Cheerleaders Association Point Deduction Sheet



Title of Competition Woodford County

Team Name _____

Division _____

ST
PY
T
RT/ST
J

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0 - :15 Seconds

ST
PY
T
RT/ST
J

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:15 - :30 Seconds

ST
PY
T
RT/ST
J

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:30 - :45 Seconds

ST
PY
T
RT/ST
J

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:45 Seconds - 1 Minute

ST
PY
T
RT/ST
J

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1:00 Minute - 1:15

ST
PY
T
RT/ST
J

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1:15 - 1:30

ST
PY
T
RT/ST
J

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1:30 - 1:45

ST
PY
T
RT/ST
J

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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

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2:00 - 2:15

ST
PY
T
RT/ST
J

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2:15 - 2:30

Overtime Deduction	
1 - 5	(1.0)
6 +	(2.0)

ST
PY
T
RT/ST
J

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2:30 - 2:45

ST
PY
T
RT/ST
J

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2:45 - 3:00

Total Time:	<u>2:55</u>
Music Time:	_____
Time Deduct.:	<u>0</u>
x 0.5	_____ = _____
x 1.0	_____ = _____
x 2.0	_____ = _____
x 3.0	_____ = _____
Point Deduction Total	: <u>0</u>



RULES VIOLATIONS

TEAM NAME _____

**Woodford County
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				