

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / BAND CHANT



**Calloway County  
Game Day Small**

**Team Name** \_\_\_\_\_

**Division** \_\_\_\_\_

**Judge No.** \_\_\_\_\_

| Band Chant (25)  | Points          | Score     |
|--|-----------------|-----------|
| <b>Game Day Material &amp; Crowd Effectiveness</b><br><i>Ability to engage the crowd</i><br><i>Practical &amp; relevant to the Game Day environment</i>                                      | 5               | 4.1       |
| <b>Motion Technique</b><br><i>Precision, sharpness, placement, &amp; synchronization of motions</i>  | 5               | 4         |
| <b>Crowd Leading Tools</b><br><i>Proper use of signs, poms, megaphones &amp; flags</i><br><i>Sharpness &amp; synchronization</i>   | 5               | 4         |
| <b>Formations &amp; Spacing</b><br><i>Crowd coverage &amp; precise spacing</i><br><i>Execution of formations &amp; transitions</i>   | 5               | 4.2       |
| <b>Visual Appeal</b><br><i>Creative movements and musicality</i><br><i>Use of level changes, ripples, &amp; other techniques</i>   | 5               | 4.1       |
| Overall Impression (5)   | Points          | Score     |
| <b>Leadership to engage &amp; connect with the crowd</b><br><i>Genuine school spirit &amp; energy; crowd focused</i><br><i>Transitions between Game Day components (minimal &amp; clean)</i> | 5               | 4.1       |
| <b>Total</b>   | <b>Possible</b> | <b>30</b> |
|  |                 | 24.5 ✓    |

motion placement throughout. needs work.  
 stay sharp in all movements. more energy needed.  
 Timing was slightly off in ripple. motions were not as  
 sharp towards the end of bc. flag girls - more energy.  
 work on staying sharp & seamless execution

This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, for events not sponsored and approved by Varsity Spirit.

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



**Team Name** \_\_\_\_\_

**Calloway County**  
**Game Day Small** \_\_\_\_\_

**Division** \_\_\_\_\_

**Judge No.** \_\_\_\_\_

| Crowd Leading (35)  | Points          | Score     |
|---|-----------------|-----------|
| <i>Game Day Relevance of Situational Sideline</i><br><i>Proper response to the sideline cue</i>   | 5               | 5         |
| <i>Motion Technique</i><br><i>Sharpness, placement, &amp; synchronization of motions</i>  | 5               | 4.1       |
| <i>Crowd Leading Tools</i><br><i>Proper use of signs, poms, megaphones &amp; flags</i><br><i>Sharpness &amp; synchronization</i>  | 5               | 3.7       |
| <i>Crowd Effectiveness</i><br><i>Voice, pace, flow, maximum crowd coverage</i><br><i>Ability to elicit crowd response</i>   | 10              | 8.2       |
| <i>Effectiveness &amp; Execution of Skills Incorporated</i><br><i>Clean &amp; crowd effective skills relevant to Game Day environment</i><br><i>Technique, stability, synchronization &amp; spacing</i> | 10              | 8.1       |
| Overall Impression (5)  | Points          | Score     |
| <i>Leadership to engage &amp; connect with the crowd</i><br><i>Genuine school spirit &amp; energy; crowd focused</i><br><i>Transitions between Game Day components (minimal &amp; clean)</i>            | 5               | 4         |
| <b>Total</b>  | <b>Possible</b> | <b>40</b> |
|   |                 | 33.1 ✓    |

Keep energy up throughout. Fast pace.

Sign work in LAKERS spell out was good - all other  
sign work needs cleaned up. "All in" for Lakers sign

This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, for  
events not sponsored and approved by Varsity Spirit.

Bases need to stand up & shrug through shoulders. timing off.

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / FIGHT SONG



**Calloway County**  
**Game Day Small**

Team Name \_\_\_\_\_

Division \_\_\_\_\_

Judge No. \_\_\_\_\_

| Fight Song (25)   | Points             | Score         |
|---|--------------------|---------------|
| <i>Game Day Material &amp; Crowd Effectiveness</i><br><i>Ability to engage the crowd</i><br><i>Practical &amp; relevant to the Game Day environment</i>   | 5                  | 4.7           |
| <i>Motion Technique</i><br><i>Precision, sharpness, placement, &amp; synchronization of motions</i>   | 5                  | 4.6           |
| <i>Crowd Leading Tools</i> • motions need to be more intentional<br><i>Proper use of signs, poms, megaphones &amp; flags</i><br><i>Sharpness &amp; synchronization</i>                                  | 5                  | 4.6           |
| <i>Formations &amp; Spacing</i><br><i>Crowd coverage &amp; precise spacing</i><br><i>Execution of formations &amp; transitions</i>  | 5                  | 4.8           |
| <i>Effectiveness &amp; Execution of Skills Incorporated</i><br><i>Clean &amp; crowd effective skills relevant to Game Day environment</i><br><i>Technique, stability, synchronization &amp; spacing</i> | 5                  | 4.4           |
| Overall Impression (5)  | Points             | Score         |
| <i>Leadership to engage &amp; connect with the crowd</i><br><i>Genuine school spirit &amp; energy; crowd focused</i><br><i>Transitions between Game Day components (minimal &amp; clean)</i>            | 5                  | 4.6           |
| <b>Total</b>  | <b>Possible 30</b> | <b>27.7 ✓</b> |

'Polling the body position on the last "Lakers" needs to be pulled sharper.

• left ending stunt needs to be slowed down and controlled to prevent top girl from falling.

This score sheet is the exclusive property of Varsity Spirit and may not be reproduced, in part or in whole, for events not sponsored and approved by Varsity Spirit.



# Universal Cheerleaders Association Point Deduction Sheet

Title of Competition                      **Calloway County**                     

Team Name                      **Game Day Small**                     

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 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

|                           |   |
|---------------------------|---|
| <b>Overtime Deduction</b> |   |
| 1- 5 (1.0)                |   |
| 6 + (2.0)                 |   |
| Total Time:               | <u>2:53</u>   |
| Music Time:               | <u>                    </u>                               |
| Time Deduct:              | <u>                    </u>                               |
| x 0.5                     | <u>                    </u> = <u>                    </u> |
| x 1.0                     | <u>                    </u> = <u>                    </u> |
| x 2.0                     | <u>                    </u> = <u>                    </u> |
| x 3.0                     | <u>                    </u> = <u>                    </u> |
| Point Deduction Total     | : <u>                    </u>                             |

|             |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|-------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| ST          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| PY          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| T           |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| RT/ST       |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| J           |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2:30 - 2:45 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

|             |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|-------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| ST          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| PY          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| T           |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| RT/ST       |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| J           |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2:45 - 3:00 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |





# RULES VIOLATIONS

TEAM NAME \_\_\_\_\_

**Calloway County  
Game Day Small**

DIVISION \_\_\_\_\_

|   |                          |                                |
|---|--------------------------|--------------------------------|
| BOW   |                          | <input type="checkbox"/> (.25) |
| BOUNDARY VIOLATIONS<br>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                             |                          |                                |