UNIVERSAL CHEERLEADERS ASSOCIATION
GAME DAY / BAND CHANT

Team Name Warren Central

Division Game Day Small **Judge No.**

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness *Ability to engage the crowd* *Practical & relevant to the Game Day environment*	5	4.4
Motion Technique *Precision, sharpness, placement, & synchronization of motions*	5	4.2
Crowd Leading Tools *Proper use of signs, poms, megaphones & flags* *Sharpness & synchronization*	5	4.2
Formations & Spacing *Crowd coverage & precise spacing* *Execution of formations & transitions*	5	4.3
Visual Appeal *Creative movements and musicality* *Use of level changes, ripples, & other techniques*	5	4.3
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	4.3
Total **Possible**	30	25.7

Clean up ripple/ formations to be seamless. Keep ↑ energy. make signs sharp. Be mindful of motion placement to be the same across the board.

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Good visuals - keep crowd engaged.

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING

Team Name Warren Central

Division Game Day Small **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	3.6
Crowd Leading Tools *Proper use of signs, poms, megaphones & flags* *Sharpness & synchronization*	5	3.3
Crowd Effectiveness *Voice, pace, flow, maximum crowd coverage* *Ability to elicit crowd response*	10	7.1
Effectiveness & Execution of Skills Incorporated *Clean & crowd effective skills relevant to Game Day environment* *Technique, stability, synchronization & spacing*	10	7.2
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	3.6
Total **Possible**	40	29.8 ✓

Hit stunts clean to be effective. Watch wrists in high Vs. Confused in cheer during color callback - make sure props are used effectively. Good voices!

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UNIVERSAL CHEERLEADERS ASSOCIATION
GAME DAY / FIGHT SONG

Team Name **Warren Central**

Division **Game Day Small** 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	4.5
Motion Technique *Precision, sharpness, placement, & synchronization of motions*	5	4.5
Crowd Leading Tools *Proper use of signs, poms, megaphones & flags* *Sharpness & synchronization*	5	4.5
Formations & Spacing *Crowd coverage & precise spacing* *Execution of formations & transitions*	5	4.7
Effectiveness & Execution of Skills Incorporated *Clean & crowd effective skills relevant to Game Day environment* *Technique, stability, synchronization & spacing*	5	4.7
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	4.6
Total **Possible**	30	27.5 ✓

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Fight song
Warren Central

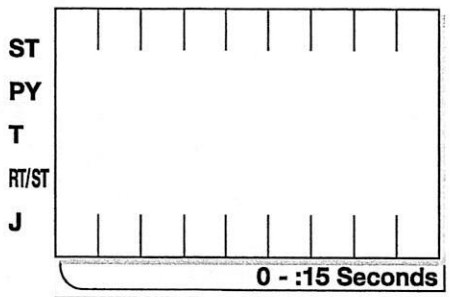
- WCHS needs to be sharper
- Top girls legs need to be together in extension.
- Tocs need to be pointed in kicks.
- Great job keeping the energy up!

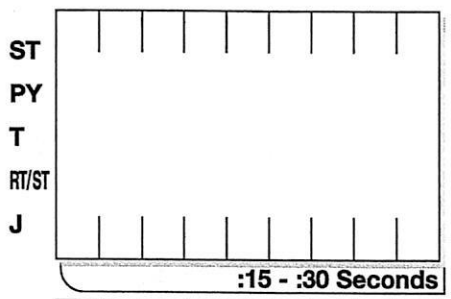
Universal Cheerleaders Association
Point Deduction Sheet

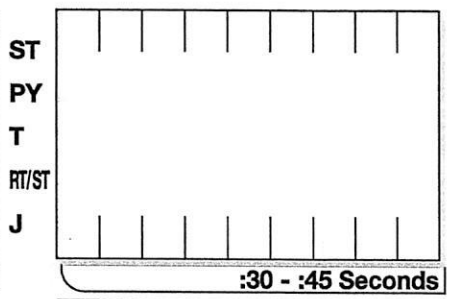
Title of Competition . **Warren Central** _____

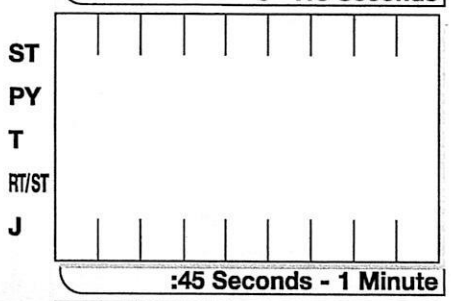
Team Name _____ **Game Day Small** _____

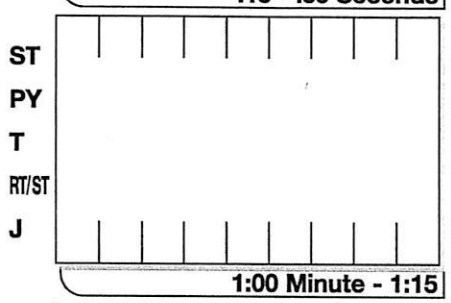
Division _____ _____

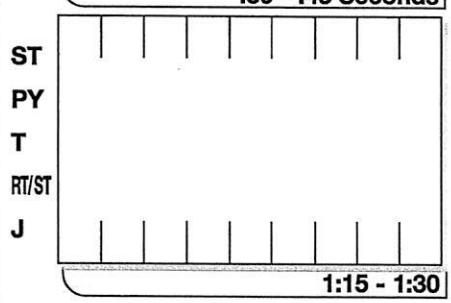


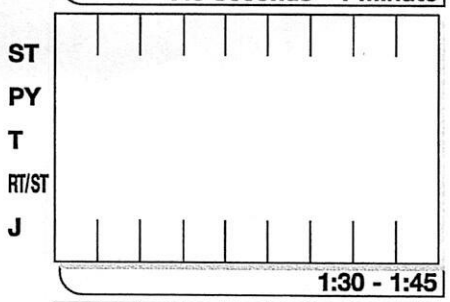


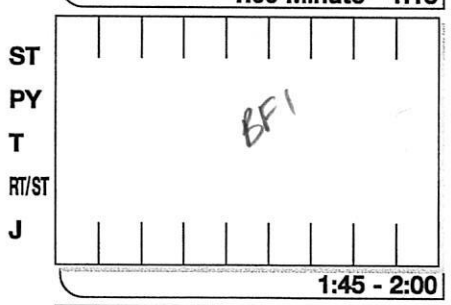




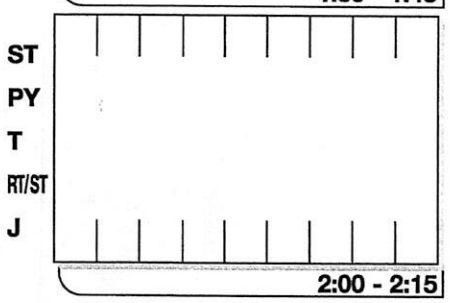


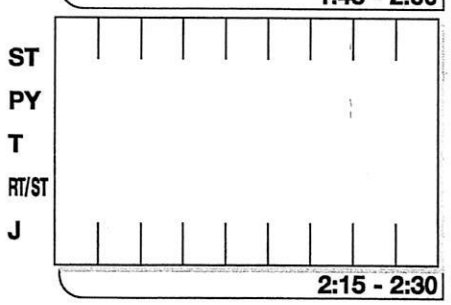






Legend			
ST	- Partner Stunt	AF - Athlete Fall	.5
PY	- Pyramid	BF1 - Minor Building Fall	1.0
T	- Basket Toss	BF2 - Major Building Fall	2.0
RT/ST	- Tumbling	PF - Pyramid Fall	3.0
J	- Jumps		





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

Total Time: 2:51

Music Time: N/A

Time Deduct.: Ø

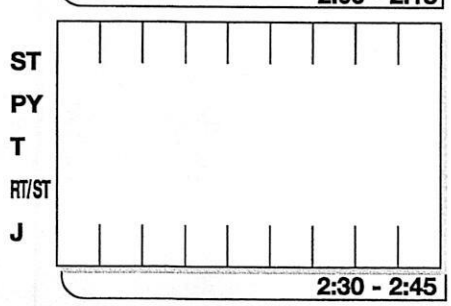
x 0.5 _____ = _____

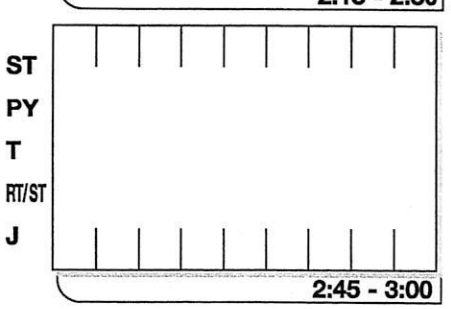
x 1.0 1 = 1

x 2.0 _____ = _____

x 3.0 _____ = _____

Point Deduction Total : 1





RULES VIOLATIONS

Warren Central
Game Day Small

TEAM NAME _____ _____

DIVISION _____ _____

BOW	❑ (.25)
BOUNDARY VIOLATIONS College & NHSCC ONLY	_____ x (0.5)
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)
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____

TOTAL SAFETY INFRACTION: _____

RULES DEDUCTION	0