

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



Team Name _____

Division _____

Judge No. _____

Crowd Leading (35)		Points	Score
<i>Game Day Relevance of Situational Sideline Proper response to the sideline cue</i>		5	
<i>Motion Technique Sharpness, placement, & synchronization of motions</i>		5	
<i>Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization</i>		5	
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	
<i>Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing</i>		10	
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	
Total	Possible	40	

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name _____

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	
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions		5	
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques		5	
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	
Total	Possible	30	

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / FIGHT SONG



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