

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



A VARSITY SPIRIT BRAND

Team Name _____

Division _____

Judge No. _____

| Situational Sideline (20) | | Points | Score | Comments |
|---|-----------------|-----------|-------|----------|
| <i>Game Day Situation</i> <i>Proper use of material and skills relevant to game day environment</i> | | 5 | | |
| <i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i> | | 5 | | |
| <i>Motion Technique / Crowd Leading Tools</i> <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i> | | 5 | | |
| <i>Execution of Skills relevant to game day environment</i> <i>Clean / Crowd Effective Stunts & Tumbling</i> <i>Technique, stability, synchronization and spacing</i> | | 5 | | |
| Crowd Leading Cheer (20) | | Points | Score | Comments |
| <i>Game Day Material</i> <i>Proper use of material and skills relevant to game day environment</i> | | 5 | | |
| <i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i> | | 5 | | |
| <i>Motion Technique / Crowd Leading Tools</i> <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i> | | 5 | | |
| <i>Execution of Skills relevant to game day environment</i> <i>Clean / Crowd Effective Stunts & Tumbling</i> <i>Technique, stability, synchronization and spacing</i> | | 5 | | |
| Overall Impression (10) | | Points | Score | Comments |
| <i>Leadership to engage and connect with the crowd</i> <i>Genuine school spirit and energy</i> <i>Transitions between game day components (Minimal & Clean)</i> | | 10 | | |
| Total | Possible | 50 | | |

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG & BAND CHANT



A VARSITY SPIRIT BRAND

Team Name _____

Division _____

Judge No. _____

| Band Chant (20) | | Points | Score | Comments |
|---|-----------------|-----------|-------|----------|
| <i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i> | | 5 | | |
| <i>Material relevant to Game Day environment</i> <i>Was Crowd Encouraged to Participate?</i> | | 5 | | |
| <i>Motion Technique / Crowd Leading Tools</i> <i>Technique , sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i> | | 5 | | |
| <i>Execution</i> <i>Technique, synchronization and spacing</i> | | 5 | | |
| Fight Song (20) | | Points | Score | Comments |
| <i>Game Day Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i> | | 5 | | |
| <i>Effectiveness of Incorporation</i> <i>Skills relevant to Game Day Environment</i> <i>Clean / Crowd Effective Stunts & Tumbling</i> | | 5 | | |
| <i>Motion Technique / Crowd Leading Tools</i> <i>Technique , sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i> | | 5 | | |
| <i>Execution of Skills relevant to game day environment</i> <i>Technique, stability, synchronization and spacing</i> | | 5 | | |
| Overall Impression (10) | | Points | Score | Comments |
| <i>Leadership to engage and connect with the crowd</i> <i>Genuine school spirit and energy</i> <i>Transitions between game day components (Minimal & Clean)</i> | | 10 | | |
| Total | Possible | 50 | | |