

# UNIVERSAL CHEERLEADERS ASSOCIATION

## COLLEGE CROWD TAPE JUDGING SHEET



A VARSITY SPIRIT BRAND

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

Division \_\_\_\_\_

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

Community and Campus Involvement & Spirit Raising Techniques (5 Points)	Points	Score
<p><i>These are examples of squad “spirit raising” by various demonstrations of activities within their campus and local community. These examples are not within game day arena/stadium situations and should include any event that the team participates in that is a nonsporting event, such as parades, pep rallies, alumni performances, pre and post-game events, community service performances, school fundraising events, campus tours or any other “involvement” your team has on campus. This section should be approximately 30 seconds long and include a minimum of four (4) different examples.</i></p>	<b>5</b>	
Crowd Effective Material (5 Points)	Points	Score
<p><i>During game and other campus/community examples, are the cheer/chant words easy to follow and is the squad positioned for maximum crowd coverage? Does the material used encourage positive crowd participation? Are signs used and are they easy to read and follow? Are the flags, poms or megaphones effectively used to enhance the material? This section should be approximately 30 seconds long and include a minimum of three (3) different examples.</i></p>	<b>5</b>	
Effective use of Skills to Lead Crowd	Points	Score
<p><i>During game and other campus/community examples, are the team’s skills done quickly, are they solid, do they “hit” at the right time? Do they add to the squad’s ability to effectively lead the crowd? This section should be approximately 30 seconds long and include a minimum of three (3) different examples.</i></p>	<b>5</b>	
<p><b>Total</b></p>	<p>Possible</p>	<b>15</b>