

Universal Cheerleaders Association

Game Day / Fight Song Score Sheet



FIGHT SONG - 30 POINTS	
GAME DAY MATERIAL & VISUAL APPEAL	POINTS
• Ability to engage the crowd with practical material that elicits a response • Effective crowd coverage & precise spacing • Voice, pace, flow, crowd engagement	10
EFFECTIVENESS & EXECUTION OF SKILLS INCORPORATED	POINTS
• Practical and relevant skills used to lead the crowd • Technique, stability, synchronization & spacing	10
MOTION TECHNIQUE	POINTS
• Precision, sharpness, placement, strength & synchronization of motions/movement	5
CROWD LEADING TOOLS	POINTS
• Proper use of signs, poms, megaphones, rally towels, and/or flags • Timing and execution	5
OVERALL IMPRESSION - 10 POINTS	
*Averaged across Fight Song, Sideline, & Timeout	
OVERALL	POINTS
• Leadership to engage and connect with the crowd • Crowd focused • Leave a lasting impression while maintaining an overall Collegiate Image • Integration & coordination of all performers for one cohesive program • Transitions between elements • Difficulty of practical skills	10

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Game Day / Sideline Chant Score Sheet



SIDELINE CHANT - 30 POINTS	
GAME DAY MATERIAL & VISUAL APPEAL	POINTS
• Ability to engage the crowd with practical material that elicits a response • Effective crowd coverage & precise spacing • Voice, pace, flow, crowd engagement	10
EFFECTIVENESS & EXECUTION OF SKILLS INCORPORATED	POINTS
• Practical and relevant skills used to lead the crowd • Technique, stability, synchronization & spacing	10
MOTION TECHNIQUE	POINTS
• Precision, sharpness, placement, strength & synchronization of motions/movement	5
CROWD LEADING TOOLS	POINTS
• Proper use of signs, poms, megaphones, rally towels, and/or flags • Timing and execution	5
OVERALL IMPRESSION - 10 POINTS	
*Averaged across Fight Song, Sideline, & Timeout	
OVERALL	POINTS
• Leadership to engage and connect with the crowd • Crowd focused • Leave a lasting impression while maintaining an overall Collegiate Image • Integration & coordination of all performers for one cohesive program • Transitions between elements • Difficulty of practical skills	10

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Game Day / Timeout Score Sheet



TIMEOUT - 30 POINTS	
GAME DAY MATERIAL & VISUAL APPEAL	POINTS
• Ability to engage the crowd with practical material that elicits a response • Effective crowd coverage & precise spacing • Voice, pace, flow, crowd engagement	10
EFFECTIVENESS & EXECUTION OF SKILLS INCORPORATED	POINTS
• Practical and relevant skills used to lead the crowd • Technique, stability, synchronization & spacing	10
MOTION TECHNIQUE	POINTS
• Precision, sharpness, placement, strength & synchronization of motions/movement	5
CROWD LEADING TOOLS	POINTS
• Proper use of signs, poms, megaphones, rally towels, and/or flags • Timing and execution	5
OVERALL IMPRESSION - 10 POINTS	
*Averaged across Fight Song, Sideline, & Timeout	
OVERALL	POINTS
• Leadership to engage and connect with the crowd • Crowd focused • Leave a lasting impression while maintaining an overall Collegiate Image • Integration & coordination of all performers for one cohesive program • Transitions between elements • Difficulty of practical skills	10