

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY - FIGHT SONG



A VARSITY SPIRIT BRAND

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

Division \_\_\_\_\_

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

FIGHT SONG	Points	Score	Comments
<i>Game Day Material</i> <i>Proper use of Material &amp; Skills Relevant to Game Day Environment</i>	10		
<i>Execution of Skills</i> <i>Technique, Stability, Synchronization and Spacing</i>	10		
<i>Motion Technique</i> <i>Motion Placement, Sharpness &amp; Synchronization</i>	5		
<i>Visual Appeal</i> <i>Crowd Coverage and Creative Movements</i>	5		
OVERALL IMPRESSION	Points	Score	
<i>Energy and Connection to the Crowd</i> <i>(Sideline, Timeout &amp; Fight Song will be averaged together - 5 Points will come from the Spirit Video score)</i>	5		
<b>Total</b>			

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY - SITUATIONAL SIDELINE



A VARSITY SPIRIT BRAND

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

Division \_\_\_\_\_

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

CROWD LEADING SIDELINE	Points	Score	Comments
<i>Game Day Material</i> Proper use of Material, Proper Response to Game Day Situational Cue & Skills Relevant to Game Day Environment	10		
<i>Execution of Skills</i> Technique, Stability, Synchronization and Spacing	10		
<i>Crowd Effectiveness &amp; Motion Technique</i> Voice, Pace, Flow, Crowd Coverage, Motion Technique, Sharpness & Placement	5		
<i>Crowd Leading Tools</i> Proper use of Signs, Poms, Megaphones or Flags	5		
OVERALL IMPRESSION	Points	Score	Comments
<i>Energy and Connection to the Crowd</i> (Sideline, Timeout & Fight Song will be averaged together - 5 Points will come from the Spirit Video score)	5		
<b>Total</b>			

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY - TIMEOUT



A VARSITY SPIRIT BRAND

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

Division \_\_\_\_\_

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

TIMEOUT	Points	Score	Comments
<i>Game Day Material Proper use of Material &amp; Skills Relevant to Game Day Environment</i>	10		
<i>Execution of Skills Technique, Stability, Synchronization and Spacing</i>	10		
<i>Crowd Leading Tools Proper use of Signs, Poms, Megaphones or Flags</i>	5		
<i>Visual Appeal Crowd Coverage &amp; Creative Crowd Interaction</i>	5		
OVERALL IMPRESSION	Points	Score	Comments
<i>Energy and Connection to the Crowd (Sideline, Timeout &amp; Fight Song will be averaged together - 5 Points will come from the Spirit Video score)</i>	5		
<b>Total</b>			