

UNIVERSAL CHEERLEADERS ASSOCIATION SPIRIT PROGRAM GAME DAY - FIGHT SONG



A VARSITY SPIRIT BRAND

Team Name _____

Division _____

Judge No. _____

FIGHT SONG	Points	Score	Comments
<i>Game Day Material Proper use of Material & Skills Relevant to Game Day Environment</i>	10		
<i>Execution of Skills Technique, Stability, Synchronization and Spacing</i>	10		
<i>Motion Technique Motion Placement, Sharpness & Synchronization</i>	5		
<i>Visual Appeal Crowd Coverage and Creative Movements</i>	5		
OVERALL IMPRESSION	Points	Score	Comments
<i>Ability to connect with the crowd Leave a lasting impression while maintaining an overall Collegiate Image Integration & Coordination of all performers as one cohesive program (Sideline, Timeout & Fight Song will be averaged together 5 Points will be awarded from the Spirit Tape Score)</i>	5		
Total			

UNIVERSAL CHEERLEADERS ASSOCIATION

SPIRIT PROGRAM 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 & 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	
Ability to connect with the crowd Leave a lasting impression while maintaining an overall Collegiate Image Integration & Coordination of all performers as one cohesive program (Sideline, Timeout & Fight Song will be averaged together 5 Points will be awarded from the Spirit Tape Score)	5		
Total			

UNIVERSAL CHEERLEADERS ASSOCIATION SPIRIT PROGRAM GAME DAY - TIMEOUT



A VARSITY SPIRIT BRAND

Team Name _____

Division _____

Judge No. _____

TIMEOUT	Points	Score	Comments
<i>Game Day Material</i> <i>Proper use of Material & Skills Relevant to Game Day Environment</i>	10		
<i>Execution of Skills</i> <i>Technique, Stability, Synchronization and Spacing</i>	10		
<i>Crowd Leading Tools</i> <i>Proper use of Signs, Poms, Megaphones or Flags</i>	5		
<i>Visual Appeal</i> <i>Crowd Coverage & Creative Crowd Interaction</i>	5		
OVERALL IMPRESSION			
<i>Ability to connect with the crowd</i> <i>Leave a lasting impression while maintaining an overall Collegiate Image</i> <i>Integration & Coordination of all performers as one cohesive program</i> <i>(Sideline, Timeout & Fight Song will be averaged together</i> <i>5 Points will be awarded from the Spirit Tape Score)</i>	5		
Total			