

UNIVERSAL CHEERLEADERS ASSOCIATION

GAME DAY / CROWD LEADING



A VARSITY SPIRIT BRAND

Team Name _____

Division _____

Judge No. _____

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