

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY - COLLEGE SIDELINE



A VARSITY SPIRIT BRAND

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

Division \_\_\_\_\_

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

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

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY - COLLEGE 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	Comments
<i>Energy and Connection to the Crowd</i> <i>(Sideline, Timeout &amp; Fight Song will be averaged together)</i>		10		
<b>Total</b>				

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY - COLLEGE TIMEOUT



A VARSITY SPIRIT BRAND

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

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

TIMEOUT		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>Crowd Leading Tools</i> <i>Proper use of Signs, Poms, Megaphones or Flags</i>		5		
<i>Visual Appeal</i> <i>Crowd Coverage &amp; Creative Crowd Interaction</i>		5		
OVERALL IMPRESSION		Points	Score	Comments
<i>Energy and Connection to the Crowd</i> <i>(Sideline, Timeout &amp; Fight Song will be averaged together)</i>		10		
<b>Total</b>				