

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



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

Division \_\_\_\_\_

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

Situational Sideline (20)		Points	Score	Comments
<i>Game Day Situation</i> <i>Proper use of material and skills relevant to game day environment</i>		5		
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		5		
<i>Motion Technique &amp; Crowd Leading Tools</i> <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
<i>Execution of Stunts / Tumbling Relevant to Game Day Environment</i> <i>Clean &amp; Crowd Effective Stunts / Tumbling</i> <i>Technique, stability, synchronization and spacing</i>		5		
Crowd Leading Cheer (20)		Points	Score	Comments
<i>Game Day Material</i> <i>Proper use of material and skills relevant to game day environment</i>		5		
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i> <i>Ability to elicit crowd response</i>		5		
<i>Motion Technique &amp; Crowd Leading Tools</i> <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
<i>Execution of Stunts / Tumbling Relevant to Game Day Environment</i> <i>Clean &amp; Crowd Effective Stunts / Tumbling</i> <i>Technique, stability, synchronization and spacing</i>		5		
Overall Impression (10)		Points	Score	Comments
<i>Leadership to engage and connect with the crowd</i> <i>Genuine school spirit and energy</i> <i>Transitions between game day components (Minimal &amp; Clean)</i>		10		
<b>Total</b>	<b>Possible</b>	<b>50</b>		

# 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>Crowd Coverage, formations, synchronization and spacing</i>		5		
<i>Material relevant to Game Day environment</i> <i>Was Crowd Encouraged to Participate?</i>		5		
<i>Motion Technique</i> <i>Technique, sharpness and placement</i>		5		
<i>Crowd Leading Tools</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
Fight Song (20)		Points	Score	Comments
<i>Game Day Visual Appeal</i> <i>Crowd Coverage, formations, synchronization and spacing</i>		5		
<i>Effectiveness of Incorporation (Stunts / Tumbling)</i> <i>Stunts / Tumbling relevant to Game Day Environment</i> <i>Clean &amp; Crowd Effective Stunts / Tumbling</i>		5		
<i>Motion Technique &amp; Crowd Leading Tools</i> <i>Technique, sharpness and placement</i> <i>Proper use of signs, pom, megaphones and 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	Comments
<i>Leadership to engage and connect with the crowd</i> <i>Genuine school spirit and energy</i> <i>Transitions between game day components (Minimal &amp; Clean)</i>		10		
<b>Total</b>	<b>Possible</b>	<b>50</b>		