

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



A VARSITY SPIRIT BRAND

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

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

Crowd Leading		Points	Score	Comments
<i>Game Day Situation</i> <i>Proper response to game day situational cue</i>		5		
<i>Game Day Material</i> <i>Proper use of material and skills relevant to game day environment</i>		10		
<i>Crowd Effectiveness</i> <i>Voice, pace, flow, maximum crowd coverage</i>		5		
<i>Crowd Leading Tools</i> <i>Proper use of signs, pom, megaphones and flags</i>		5		
<i>Motion Technique</i> <i>Technique, sharpness and placement</i>		5		
<i>Crowd Appeal</i> <i>Energy, leadership, visual appeal and connection to the crowd</i>		5		
<i>Execution of Skills</i> <i>Technique, stability, synchronization and spacing</i>		10		
<i>Overall Impression</i>		5		
<b>Total</b>	<b>Possible</b>	<b>50</b>		

# UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG & BAND DANCE



A VARSITY SPIRIT BRAND

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

Division \_\_\_\_\_

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

FIGHT SONG & BAND DANCE		Points	Score	Comments
<i>Game Day Material</i> <i>Proper use of material and skills relevant to game day environment</i>		<b>10</b>		
<i>Execution of Band Dance</i> <i>Motion placement, sharpness, synchronization and maximum crowd coverage</i>		<b>10</b>		
<i>Execution of Fight Song</i> <i>Motion placement, sharpness, skill technique in incorporation, stability, synchronization and maximum crowd coverage</i>		<b>10</b>		
<i>Crowd Appeal</i> <i>Energy, leadership and connection to the crowd</i>		<b>5</b>		
<i>Visual Appeal</i> <i>Level changes, ripples, creative movements within group and levels</i>		<b>5</b>		
<i>Overall Impression</i>		<b>10</b>		
<b>Total</b>	<b>Possible</b>	<b>50</b>		