

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY - FIGHT SONG



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

Division \_\_\_\_\_

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

FIGHT SONG	Points	Score
<b>Game Day Material &amp; Visual Appeal</b> <i>Proper use of material &amp; skills relevant to the Game Day environment</i> <i>Crowd coverage &amp; spacing</i> <i>Voice, pace, flow, crowd engagement</i>	10	
<b>Execution of Skills</b> <i>Technique, stability, synchronization, &amp; spacing</i>	10	
<b>Motion Technique</b> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>	5	
<b>Crowd Leading Tools</b> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	
<b>Overall Impression (10)</b> <i>*Averaged across Fight Song, Sideline, &amp; Timeout</i>	Points	Score
<i>Ability to connect with the crowd</i> <i>Leave a lasting impression while maintaining an overall Collegiate Image</i> <i>Integration &amp; coordination of all performers for one cohesive program</i>	5	
<b>Spirit Video Score</b>	5	
<b>Total</b>		

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY - SITUATIONAL SIDELINE



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

Division \_\_\_\_\_

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

SITUATIONAL SIDELINE	Points	Score
<b>Game Day Material &amp; Visual Appeal</b> <i>Proper use of material &amp; skills relevant to the Game Day environment</i> <i>Proper response to the Game Day situational cue</i> <i>Crowd coverage &amp; spacing; Voice, pace, flow, crowd engagement</i>	10	
<b>Execution of Skills</b> <i>Technique, stability, synchronization, &amp; spacing</i>	10	
<b>Motion Technique</b> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>	5	
<b>Crowd Leading Tools</b> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	
<b>Overall Impression (10)</b> <i>*Averaged across Fight Song, Sideline, &amp; Timeout</i>	Points	Score
<i>Ability to connect with the crowd</i> <i>Leave a lasting impression while maintaining an overall Collegiate Image</i> <i>Integration &amp; coordination of all performers for one cohesive program</i>	5	
<b>Spirit Video Score</b>	5	
<b>Total</b>		

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY - TIMEOUT



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

Division \_\_\_\_\_

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

TIMEOUT	Points	Score
<b>Game Day Material &amp; Visual Appeal</b> <i>Proper use of material &amp; skills relevant to the Game Day environment</i> <i>Crowd coverage &amp; spacing</i> <i>Voice, pace, flow, crowd engagement</i>	10	
<b>Execution of Skills</b> <i>Technique, stability, synchronization, &amp; spacing</i>	10	
<b>Motion Technique</b> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>	5	
<b>Crowd Leading Tools</b> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	
<b>Overall Impression (10)</b> <i>*Averaged across Fight Song, Sideline, &amp; Timeout</i>	Points	Score
<i>Ability to connect with the crowd</i> <i>Leave a lasting impression while maintaining an overall Collegiate Image</i> <i>Integration &amp; coordination of all performers for one cohesive program</i>	5	
<b>Spirit Video Score</b>	5	
<b>Total</b>		