

UNIVERSAL CHEERLEADERS ASSOCIATION SIDELINE CHEERLEADING



A VARSITY BRAND

EVENT NAME: _____ JUDGE NO. _____ TEAM NO. _____

TEAM NAME: _____ DIVISION _____

CROWD COMMUNICATION

Crowd Effective Material 10 POINTS _____

Easy to follow, Encourages crowd participation

Spacing and Formations 10 POINTS _____

Spacing, Formations, Positioned to cover crowd

Voice and Pace 10 POINTS _____

Loud and natural voices, Good inflection, Moderate controlled pace

Crowd Leading Skills 10 POINTS _____

Skills add to the squad's ability to lead the crowd

Use of Signs/ Poms/ Flags/ Megaphones 10 POINTS _____

Used to encourage crowd response

MOTIONS

Placement 10 POINTS _____

Proper control, Correct placement of movements

Synchronization 10 POINTS _____

Motions synchronized with words or cadence

Strength of Motions 10 POINTS _____

Sharpness

OVERALL EFFECT

Overall Impression 10 POINTS _____

Audience appropriateness, Execution

Crowd Appeal 10 POINTS _____

Facial expression, Eye contact, Energy

100 POINTS POSSIBLE

TOTAL _____

UNIVERSAL CHEERLEADERS ASSOCIATION TIME-OUT DANCE



A VARSITY BRAND

EVENT NAME: _____ JUDGE NO. _____ TEAM NO. _____

TEAM NAME: _____ DIVISION _____

TIME OUT MATERIAL

Creativity & Musicality 10 POINTS _____
Use of movements to complement the music

Transitions and Formations 10 POINTS _____
Creative and quick ways to move from one formation to another
Inventive and various formations

MOTIONS/MOVEMENT

Placement 10 POINTS _____
Proper control, Correct placement of movements

Synchronization 10 POINTS _____
Uniformity of movement throughout routine

Strength of Motions/Movement 10 POINTS _____

GENERAL EFFECT

Visual Effects 10 POINTS _____
Level changes, Ripples, Footwork, Creative movements
within groups and levels

Spacing 10 POINTS _____
The ability of participants to position themselves correctly

OVERALL EFFECT

Overall Impression 20 POINTS _____
Audience appropriateness, Execution

Crowd Appeal 10 POINTS _____
Facial expression, Eye contact, Energy

100 POINTS POSSIBLE

TOTAL _____

UNIVERSAL CHEERLEADERS ASSOCIATION FIGHT SONG



A VARSITY BRAND

EVENT NAME: _____ JUDGE NO. _____ TEAM NO. _____

TEAM NAME: _____ DIVISION _____

FIGHT SONG MATERIAL

Material 20 POINTS _____

Crowd oriented movements, Fit to music

Spacing and Formations 10 POINTS _____

Spacing, Formations, Positioned to cover crowd

Visual Effects 10 POINTS _____

Level Changes, Ripples, Creative movement within groups and levels

MOTIONS

Placement 10 POINTS _____

Proper control, Correct placement of movements

Synchronization 10 POINTS _____

Uniformity of movement throughout routine

Strength of Motions 10 POINTS _____

Sharpness

OVERALL EFFECT

Overall Impression 20 POINTS _____

Audience appropriateness, Crowd leading skills, Execution

Crowd Appeal 10 POINTS _____

Facial expression, Eye contact, Energy

100 POINTS POSSIBLE

TOTAL _____