

# GAME DAY / BAND CHANT



Team Name Barbourville

Division Game Day Large

Judge No.

Band Chant (25)	Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	4.7	• Spacing + Timing in Transitions was not seamless.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	• Timing on hitting motions was off
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	• motion placement
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1	at times was off
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	Good energy
Overall Impression (5)	Points	Score	Comments
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4.3	
Total	Possible	30	25.8 ✓

# GAME DAY / CROWD LEADING



Team Name Barbourville

Division Game Day Large

Judge No.

Crowd Leading (35)	Points	Score	Comments
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5	• Voices needed to be louder @ beginning.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	• Words preceding & following color callbacks & spells were difficult to hear.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	• Prep mount timing in cheer was off.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.7	• B'VILLE signs needed to be sharper.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.8	
Overall Impression (5)	Points	Score	Comments
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4.3	• Strive for strong voices, beginning to end.
Total	Possible	40	35.6 • Ensure top girls have as much energy + crowd engagement as girls on the ground

# GAME DAY / FIGHT SONG



Team Name Barbourville

Division Game Day Large

Judge No. 3

Fight Song (25)	Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	4.0	High V motions narrow L motion inconsistent punches need to be bigger
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1	Bases need to stay together Stunt timing off Sign timing off
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.0	
Overall Impression (5)	Points	Score	Comments
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4.0	
Total	Possible	30	24.1 ✓



# Point Deduction Score Sheet

**Team Name:** Barbourville

## Division: Game Day Large

Subject	Time (approx.)	Strokes
ST	0.05	1
PY	0.05	1
RT/ST	0.10	1
J	0.05 - 0.15	10

ST								
PY								
RT/ST								
J								

ST

PY

RT/ST

J

:30 - :45 Seconds

ST								
PY								
RT/ST								
J								

Time	ST	PY	RT/ST	J
2:15	1	1	1	0
2:17	1	1	1	0
2:19	1	1	1	0
2:21	0	1	1	0
2:23	0	1	1	0
2:25	0	1	1	0
2:27	0	0	0	1
2:29	0	0	0	1
2:30	0	0	0	1

ST								
PY								
RTST								
J								

Legend	
ST - Partner Stunt	AF - Athlete Fall .25
PY - Pyramid	BB - Building Bobble .5
RT/ST - Tumbling	BF - Building Fall 1.0
J - Jumps	MBF - Major Building Fall 2.0
	PF - Pyramid Fall 3.0

# Point Deduction Totals



# RULES VIOLATIONS

TEAM NAME Barbourville

DIVISION Game Day Large

BOUNDARY VIOLATIONS	x (0.5)	
GAME DAY FORMAT VIOLATION	x (1.0)	
PROP VIOLATIONS <i>@1:42 left start stepped on sign</i>	<input checked="" type="checkbox"/> (0.5)	
UNSPORTSMANLIKE BEHAVIOR	<input type="checkbox"/> (1.0)	
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	<input type="checkbox"/> (1.0)	
Entry Time <u>5:24</u>	Total Time <u>2:46</u>	Music Time _____
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: _____ x (1.0)	_____ x (2.0)

RULE INFRACTION	WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS:	_____			
RULES DEDUCTION TOTAL	<u>.5</u>			