

# 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 + spellats 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	• BIVILLE 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 motions narrow
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	L motion inconsistent
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	punches need to be by ears
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1	Bases need to stay together
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.0	Stunt timing off Sign timing off
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

ST  
PY  
RT/ST  
J


0 - :15 Seconds

ST  
PY  
RT/ST  
J


:15 - :30 Seconds

ST  
PY  
RT/ST  
J


:30 - :45 Seconds

ST  
PY  
RT/ST  
J


:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J


1:00 Minute - 1:15

ST  
PY  
RT/ST  
J


1:15 - 1:30

ST  
PY  
RT/ST  
J


1:30 - 1:45

ST  
PY  
RT/ST  
J


1:45 - 2:00

ST  
PY  
RT/ST  
J


2:00 - 2:15

ST  
PY  
RT/ST  
J


2:15 - 2:30

ST  
PY  
RT/ST  
J


2:30 - 2:45

ST  
PY  
RT/ST  
J


2:45 - 3:00

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
	Fall	
	PF - Pyramid Fall	3.0

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	_____ = _____
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	_____ <i>Ø</i> _____





# 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>0:24</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"/>	_____
SAFETY DEDUCTIONS: _____		
RULES DEDUCTION TOTAL		<u>.5</u>