

GAME DAY / BAND CHANT



Team Name Bardstown

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	4.0	• Punch motion placement
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	• Spins were not the same
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.7	• Transitions not seamless • Footwork
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	was off • Timing on flags off
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.8	• loses 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	3.8	• Athletes look tired
Total	Possible	30	23.0 ✓

GAME DAY / CROWD LEADING



Team Name Bardstown

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	• Start mount timing off in sideline.
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	3.5	• Stunting technique needed to be stronger.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	3.6	• in general. • All motions needed to be sharper.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response		10	7.5	• A lot of incorrectly placed motions.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing		10	7.5	• Megs were not uniform. • Color sign spacing off in the front.
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	3.6	• Incorp & prop work needs to be stronger. • Incorp
Total	Possible	40	30.7	• should enhance crowd leading efforts. • work those motions!

GAME DAY / FIGHT SONG



Team Name Bardstown

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	3.8	L motion inconsistent Punch motion should be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	3.6	Spacing issues throughout
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	3.8	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	3.7	Stunt timing off motions soft and inconsistent heights
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing		5	3.8	
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	3.8	sign work timing off
Total	Possible	30	22.5 ✓	



Point Deduction Score Sheet

Team Name: Bardstown

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

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

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

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



RULES VIOLATIONS

TEAM NAME Bardstown

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS		<input type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR		<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS		<input type="checkbox"/> (1.0)
Entry Time <u>0:15</u> Total Time <u>2:36</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		