

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 was off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	• 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	<ul style="list-style-type: none"> • Stunt Mount timing off in sideline.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	<ul style="list-style-type: none"> • Stunting technique needed to be stronger, in general.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	<ul style="list-style-type: none"> • ALL motions needed to be sharper. • A lot of incorrectly placed motions.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.5	<ul style="list-style-type: none"> • Megs were not uniform. • Color sign spacing off in the front.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.5	
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	<ul style="list-style-type: none"> • Incorp & prop work needs to be stronger. • Incords
Total	Possible	40	30.7
			• 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 Spacing issues throughout
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6	
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
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.8	heights
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

0 - :15 Seconds

Graph showing a single vertical line at the 15-second mark on a scale from 15 to 30 seconds. The graph has four vertical axis labels: ST, PY, RT/ST, and J. The x-axis is labeled ':15 - :30 Seconds'.

ST

PY

RTST

J

:30 - :45 Seconds

A graph with a vertical y-axis and a horizontal x-axis. The y-axis has labels: ST, PY, RTST, and J. The x-axis is labeled ':45 Seconds - 1 Minute' and has tick marks at 0, 15, 30, 45, 60, 75, and 90 seconds. A single vertical line is drawn at the 0-second mark.

1:00 Minute - 1:15

1:15 - 1:30

ST

PY

RT/ST

J

1:45 - 2:00

2:00 - 2:15

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	2.0
	Fall	
	PF - Pyramid Fall	3.0

Point
Deduction
Totals

$$0.25 \times \underline{\hspace{2cm}} =$$

$$0.5 \times \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$$

$$1.0 \times =$$

$$2.0 \times = \underline{\hspace{2cm}}$$

$3.0 \times \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$

Total

0



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: _____	<input type="checkbox"/> x (1.0)	<input type="checkbox"/> 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"/>	_____	_____	_____
SAFETY DEDUCTIONS: _____				
RULES DEDUCTION TOTAL				