GAME DAY / BAND CHANT

KHSAA

Team Name Betsy Layne

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	4.4	• Some footwork differences.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	• Decent motion placement but lacked sharp execution
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1	when hitting. Pace felt slow & energy was low.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	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	lacks confidence.
Total Possible	30	25.2	Transitions lacked

Clear visual at times

GAME DAY / CROWD LEADING

KHSAA

Team Name Betsy Layne

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	• Tempo allowed time for crowd to respond, but words needed to be cut off. Don't "sing"! • V placements needed to be stronger • Standing tuck technique needs to be stronger. • Everyone needs to yell! • Front to back stunt spacing off in sideline
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.6	
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	• Don't let words drag! • Focus on having consistent energy throughout
Total **Possible**	40	35.5	

GAME DAY / FIGHT SONG

KHSAA

Team Name Betsy Layne

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	Watch spacing T motion height off L motion off Kicks flexed and timing off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	
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	3.8	stunt timing off Top girls pull up at top
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	3.9	
Total Possible	30	23.4	

Point Deduction
Score Sheet

Team Name: Betsy Layne

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
	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 _____

RULES VIOLATIONS

TEAM NAME Betsy Layne

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS stepped on pom in middle stunt in fight song	☒	(0.5)
UNSPORTSMANLIKE BEHAVIOR	☐	(1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	☐	(1.0)

Entry Time _0:18_   Total Time _3:00_   Music Time _____

Entry OT: ☐ (0.25) ☐ (0.5)   Routine OT: _____ x (1.0)   _____ x (2.0)

RULE INFRACTION	WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____
_____	☐	_____	_____	_____

SAFETY DEDUCTIONS: _____

RULES DEDUCTION TOTAL .5