

GAME DAY / BAND CHANT



Team Name Bourbon County

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	• Lowering sign timing was off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	• Pace was slow at times.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	• Motion placement in some
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.4	was diff.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.4	• Footwork differences in transitions.
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	4.4	
Total	Possible	30	26.8 ✓

GAME DAY / CROWD LEADING



Team Name Bourbon County

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	• Lack of voice inflection during "we're Bourbon" in sideline. Hard to understand.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4	• Cheer tempo was too fast to begin with, then sped up.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	• Bourbon spelled specifically, standing took timing off.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.8	• Motion placement needed to be stronger.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.9	
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	• You have to give your crowd enough time to respond to spell out.
Total	Possible	40	• Strive for consistent voice dynamic & energy.

GAME DAY / FIGHT SONG



Team Name Bourbon County

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	Ripple T motion inconsistent Flag timing off Claps inconsistent heights Bases use less to drive up
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	
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	Flag coming through middle is a bit distracting
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.9	
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	22.5 23.4 DT



Point Deduction Score Sheet

Team Name: Bourbon County

Division: Game Day Large

ST

PY

RTST

J

:15 - :30 Seconds

ST PY RTST J

:45 Seconds - 1 Minute

1:00 Minute - 1:15

ST								
PY								
RT/ST								
J								

ST

PY

RT/ST

J

1:30 - 1:45

ST

PY

RTST

J

2:00 - 2:15

ST								
PY								
RT/ST								
J								

Figure 1 consists of two sets of vertical tick marks on a horizontal axis. The top set of marks is labeled 'ST' and the bottom set is labeled 'PY'. The bottom set is also labeled 'RT/ST' and '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	2.0
	Fall	
	PF - Pyramid Fall	3.0

Point Deduction Totals

$0.25 \times \underline{\quad} = \underline{\quad}$

$$0.5 \times 1 = 0.5$$

$$10 \times =$$

30 \times \equiv

$$3.0 \times =$$

Total 0.5



RULES VIOLATIONS

TEAM NAME Bourbon County

DIVISION Game Day Large

BOUNDARY VIOLATIONS	<input type="checkbox"/> x (0.5)
GAME DAY FORMAT VIOLATION	<input type="checkbox"/> x (1.0)
PROP VIOLATIONS	<input checked="" type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR	<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	<input checked="" type="checkbox"/> (1.0)