

# 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. • Footwork differences in transitions
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.4	
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 spellout specifically, standing back 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.
Total Possible	40	32.6	• to spellout. • 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
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	Flag timing off Claps inconsis
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	heights Bases use less to drive up
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.8	Flag coming through middle is a bit
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.9	distracting
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	<del>22.5</del> 23.4

DT





# Point Deduction Score Sheet

Team Name: Bourbon County

Division: Game Day Large

ST  
PY  
RT/ST  
J

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0 - :15 Seconds

ST  
PY  
RT/ST  
J

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:15 - :30 Seconds

ST  
PY  
RT/ST  
J

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:30 - :45 Seconds

ST  
PY  
RT/ST  
J

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:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J

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1:00 Minute - 1:15

ST  
PY  
RT/ST  
J

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1:15 - 1:30

X 1:30  
BB

ST  
PY  
RT/ST  
J

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1:30 - 1:45

ST  
PY  
RT/ST  
J

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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

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2:00 - 2:15

ST  
PY  
RT/ST  
J

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2:15 - 2:30

ST  
PY  
RT/ST  
J

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2:30 - 2:45

ST  
PY  
RT/ST  
J

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2:45 - 3:00

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	1 = 0.5
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	0.5





# RULES VIOLATIONS

TEAM NAME Bourbon County

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____	x (0.5)		
GAME DAY FORMAT VIOLATION	_____	x (1.0)		
PROP VIOLATIONS	<i>Q 1:06 center start stepped on prop</i> <i>Q 1:20 left shoulder sit stepped on sign</i>	<input checked="" type="checkbox"/> (0.5)		
UNSPORTSMANLIKE BEHAVIOR		<input type="checkbox"/> (1.0)		
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	<i>bang. by mugs together in intro</i>	<input checked="" type="checkbox"/> (1.0)		
Entry Time	<u>0:21</u>	Total Time _____ 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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS:				_____
RULES DEDUCTION TOTAL				<u>1.5</u>