

GAME DAY / BAND CHANT



Team Name Boyle 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	4.2	motion placement not consistent
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	Transitions were hard to read at times with different step-ins.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.8	Spacing off when moving.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.7	Energy was lacking.
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	Pace felt slow at times + energy
Total	Possible	30	23.7 ✓ drops.

GAME DAY / CROWD LEADING



Team Name Boyle 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	• Motion sharpness • placement needed to be stronger.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.7	• Lack of energy, beginning to end.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	• Voices needed to be louder. • REBS sign upside down.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.3	• Signs needed to be sharper.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.2	• Stunt spacing (side-to-side) was off. • Top girls needed more 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	3.5	• Genuine energy & consistent voice dynamic need to be
Total Possible	40	30.3	✓ your focus!

GAME DAY / FIGHT SONG



Team Name Boyle 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	3.9	Smiles & energy lacking
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	Flag timing Sign missed motion
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	Sign timing High v's wide
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	Towel motion soft punches
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.8	not beside ears clap above
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	Clap above head is different
Total Possible	30	23.2	words & motions soft



Point Deduction Score Sheet

Team Name: Boyle County

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

X 1:35
BFI

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	1 = 1.0
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	1.0



RULES VIOLATIONS

TEAM NAME Boyle County

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> :17 </u> Total Time <u> 2:50 </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				