

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	<ul style="list-style-type: none"> Motion sharpness & placement needed to be stronger.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.1	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Signs needed to be sharper. Stunt spacing (Side-to-side) was off.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.2	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Genuine energy & consistent voice dynamic need to be
Total	Possible	40	✓ 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 flag timing
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	Sign missed motion Sign timing
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	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 out
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														

ST														
PY														
RT/ST														
J														
1:45 - 2:00														

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														

Legend	
ST - Partner Stunt	.25
BB - Building Bobble	.5
BF - Building Fall	1.0
MBF - Major Building Fall	2.0
PF - Pyramid Fall	3.0

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



RULES VIOLATIONS

TEAM NAME Boyle County

DIVISION Game Day Large

BOUNDARY VIOLATIONS	<hr/> x (0.5)		
GAME DAY FORMAT VIOLATION	<hr/> 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>:11</u>	Total Time <u>2:50</u>	Music Time _____	
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: <hr/> x (1.0) <hr/> x (2.0)		
RULE INFRACTION	WARNING	CATEGORY	PAGE #
_____	<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			