

GAME DAY / BAND CHANT



Team Name Clay 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	4.8	• Footwork when switching lines was not seamless. • Levels lacked sharp exec. by some.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.7	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.5	• Good energy. • Flags were a little off.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.5	
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	• Sign work was not as sharp as motions
Total	Possible	30	27.5 ✓

GAME DAY / CROWD LEADING



Team Name Clay 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	• Mount timing of sideline stunts was off.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.8	• over-exaggerated punch & V's (Top girl on left)
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.7	• Voice dynamic decreased during cheer, as did energy.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.6	• Motions weren't as sharp in cheer portion.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9.6	
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	4.7	• strive for consistent energy & voices, beginning to end.
Total	Possible	40	38.4

GAME DAY / FIGHT SONG



Team Name Clay 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	4.2	Punches need to be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	Cross arms motion inconsistent heights
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	Stunt timing off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1	Low V's too high Kick timing off
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.2	(Y) Flag off on timing
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	4.2	Words inconsistent towards end
Total	Possible	30	24.7 ✓



Point Deduction Score Sheet

Team Name: Clay County

Division: Game Day Large

ST								
PY								
RT/ST								
J								

ST PY RTST J

1:00 Minute 1:15

Time	ST	PY	RT/ST	J
1:45	10	1	1.0	0.0
1:50	8	1	1.0	0.0
1:55	6	1	1.0	0.0
1:58	5	1	1.0	0.0
2:00	4	1	1.0	0.0

ST								
PY								
RT/ST								
J								

ST								
PY								
RT/ST								
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

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

$0.5 \times \underline{\quad} = \underline{\quad}$

$$1.0 \times \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$$

$$2.0 \times =$$

$$3.0 \times =$$

Total 8



RULES VIOLATIONS

TEAM NAME Clay 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 <i>coach out of coaches box</i>	<input checked="" type="checkbox"/> (1.0)			
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	<input type="checkbox"/> (1.0)			
Entry Time <u>0:14</u>	Total Time <u>2:53</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				