

GAME DAY / BAND CHANT



Team Name Daviess 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	4.9	• Flags were not readable with each pass.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.8	• Some motion placement issues.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.8	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.7	• Good visuals & energy.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.8	• Step out & in was not seamless
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	4.8	Good engagement
Total	Possible	30	28.8 ✓ easy 2 follow

GAME DAY / CROWD LEADING



Team Name Daviess 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	• Outside shoulder sit mount timing was off in the sideline.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.9	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.8	• Voices dropped prior to 1, 2, 3 call back. • Stick & Stand those Standing tucks! • No steps after landing!
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.7	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9.7	
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	4.8	• Focus on having consistent voice
Total	Possible	40	38.9 dynamic, beginning to end.

GAME DAY / FIGHT SONG



Team Name Daviess 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	4.8	Smiles need to be consistent Punches need to be by ears signs at end timing off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.6	
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	4.7	R&L High V's narrow
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.7	
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	
Total	Possible	30	28.1 ✓



Point Deduction Score Sheet

Team Name: Daviess County

Division: Game Day Large

ST							
PY							
RTST							
J							
							
:30 - :45 Seconds							

ST								
PY								
RT/ST								
J								

ST

PY

RT/ST

J

1:15 - 1:30

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

ST
PY
RT/ST
J

2:15 - 2:30

Point
Deduction
Totals

Point
Deduction
Totals



RULES VIOLATIONS

TEAM NAME Daviess 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>0:16</u>	Total Time <u>3:02</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 #
_____	<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			