

GAME DAY / BAND CHANT



Team Name Eastern

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	4.6	T-motion Placement.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	Footwork & timing of hitting motions was off.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	• Locked sharp execution
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	• spacing in transitions was off
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.9	• movement was done but not executed
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	4.0	lacked precise sharpness.
Total	Possible	30	24.4 ✓ energy was lacking by many.

GAME DAY / CROWD LEADING



Team Name Eastern

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	• WIN sign was late to show
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	• Motions needed to be better placed, specifically, punch motions.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	• Lost voices during transitions.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.4	• Rally towels needed to be cleaner.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.7	• Back prep spacing (front to back) was off, at side prep top girls legs too wide.
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	• Sharpen up prep work, strive for consistent
Total Possible	40	34.9	✓ voice dynamic throughout.

GAME DAY / FIGHT SONG

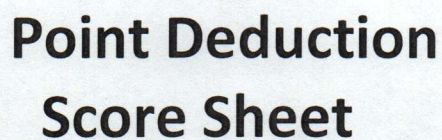


Team Name Eastern

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	4.1	Right side timing at beginning off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	Spacing was off
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	Kicks flexed low V's too high looks
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	like T-motion Stick tuck landing
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.2	claps above head different levels
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	4.1	
Total Possible	30	24.3	



Division: Game Day Large

ST
PY
RT/ST
J

1:15 - 1:30

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
	PF - Pyramid Fall	3.0

ST							
PY							
RT/ST							
J							

2:45 - 3:00

Point Deduction Totals	
0.25 x _____	= _____
0.5 x _____	= _____
1.0 x _____	= _____
2.0 x _____	= _____
3.0 x _____	= _____
Total	<u> </u>



RULES VIOLATIONS

TEAM NAME Eastern

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>0:20</u> Total Time <u>2:55</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	<table style="width: 100%; border-collapse: collapse;"><thead><tr><th style="width: 15%;">WARNING</th><th style="width: 20%;">CATEGORY</th><th style="width: 15%;">PAGE #</th><th style="width: 50%;">(1.0 or 3.0)</th></tr></thead><tbody><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr></tbody></table>	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"/>	_____	_____	_____
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