

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. Footwork & timing of hitting motions was off.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	• Locked sharp execution
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	• Spacing in transitions was off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	• movement was done but not executed
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.9	
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, RT side prep for 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 voice dynamic throughout.
Total	Possible	40	34.9

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



Point Deduction Score Sheet

Team Name: Eastern

Division: Game Day Large

ST PY RT/ST J

1:00 Minute - 1:15

Time	ST	PY	RT/ST	J
1:45	0	0	0	0
1:48	1	1	1	1
1:50	2	2	2	2
1:52	3	3	3	3
1:54	4	4	4	4
1:56	3	3	3	5
1:58	2	2	2	6
2:00	1	1	1	5

Time	ST	PY	RT/ST	J
2:00	1	0	0	0
2:01	2	0	0	0
2:02	3	0	0	0
2:03	4	0	0	0
2:04	5	0	0	0
2:05	7	6	5	4
2:06	6	5	4	3
2:07	5	4	3	2
2:08	4	3	2	1
2:09	3	2	1	0
2:10	2	1	0	0
2:11	1	0	0	0
2:12	0	0	0	0
2:13	0	0	0	0
2:14	0	0	0	0
2:15	0	0	0	0

Category	Number of Ticks
ST	8
PY	7
RTST	8
J	7

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 Fall 2.0
	PF - Pyramid Fall 3.0

Point Deduction Totals

$$0.25 \times =$$

$$0.5 \times =$$

10 \times \equiv

$$2.0 \times 10^{-5}$$

Total

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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	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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS: _____				
RULES DEDUCTION TOTAL				