

# GAME DAY / BAND CHANT



Team Name Elizabethtown

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	• Angles in motions are not same. • motions when in transition makes formation unclear at times.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	• motion Sharpness is not consistent from going out to hit & coming back.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.1	
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	
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	• In. Footwork & spacing
Total	Possible	30	25.2 Somewhat off.

25.4  
DT

# GAME DAY / CROWD LEADING



Team Name Elizabethtown

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"> <li>• Punch &amp; T motion placement in sideline needed to be stronger.</li> </ul>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	<ul style="list-style-type: none"> <li>• E flag in sideline needed to snap down faster</li> </ul>
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	<ul style="list-style-type: none"> <li>• In cheer, words prior to 1, 2, 3 needed stronger inflection.</li> </ul>
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.2	<ul style="list-style-type: none"> <li>• Eltown sign work needed to be sharper. (cheer)</li> </ul>
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9.1	
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	4.3	<ul style="list-style-type: none"> <li>• The voice &amp; energy in sideline have to continue through cheer.</li> </ul>
Total	Possible	40	36.4

# GAME DAY / FIGHT SONG



Team Name Elizabethtown

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	4.4	Spacing off Soft motions throughout
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	Left stunt group needs to drive up through legs
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	4.3	Flag timing off
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.3	
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	
Total	Possible	30	25.9



# Point Deduction Score Sheet

**Team Name:** Elizabethtown

## Division: Game Day Large

0 - :15 Seconds

ST

PY

RTST

J

ST

PY

RTST

J

:30 - :45 Seconds

ST      PY      RTST      J

:45 Seconds - 1 Minute

ST

PY

RT/ST

J

1:45 - 2:00

Time	ST	PY	RT	J
2:00	0	0	0	0
2:05	1	1	1	0
2:10	5	5	5	0
2:15	7	7	7	0

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

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# RULES VIOLATIONS

TEAM NAME Elizabethtown

## DIVISION Game Day Large

BOUNDARY VIOLATIONS				x (0.5)
GAME DAY FORMAT VIOLATION				x (1.0)
PROP VIOLATIONS <i>@ 1:40 left stunt stepped on pom</i>				<del>x (0.5)</del>
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>2:50</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"/>	_____	_____
SAFETY DEDUCTIONS: _____				
RULES DEDUCTION TOTAL <i>.5</i>				