

# 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.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	• motions when in transition makes formation unclear at times.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	• motion sharpness is not consistent from going out to hit & coming back
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	<del>25.2</del> 25.4 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	• Punch + T motion placement in sideline needed to be stronger.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	• E flag in sideline needed to snap down faster
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	• In cheer, words prior to 1, 2, 3 needed stronger inflection.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.2	• E town sign work needed to be sharper. (cheer)
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	• The voice + energy in sideline have to continue
Total Possible	40	36.4	through cheer.



# 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	Flag timing off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.3	
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

ST  
PY  
RT/ST  
J

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0 - :15 Seconds

ST  
PY  
RT/ST  
J

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:15 - :30 Seconds

ST  
PY  
RT/ST  
J

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:30 - :45 Seconds

ST  
PY  
RT/ST  
J

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:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J

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1:00 Minute - 1:15

ST  
PY  
RT/ST  
J

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1:15 - 1:30

ST  
PY  
RT/ST  
J

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1:30 - 1:45

ST  
PY  
RT/ST  
J

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1:45 - 2:00

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
	Fall	
	PF - Pyramid Fall	3.0

ST  
PY  
RT/ST  
J

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2:00 - 2:15

ST  
PY  
RT/ST  
J

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2:15 - 2:30

ST  
PY  
RT/ST  
J

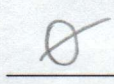
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2:30 - 2:45

ST  
PY  
RT/ST  
J

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2:45 - 3:00

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	_____ = _____
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	_____ 





# RULES VIOLATIONS

TEAM NAME Elizabethtown

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS @ 1:40 left stunt stepped on pom	<del>1</del>	<del>(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 # (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		<u>.5</u>