

# GAME DAY / BAND CHANT



Team Name Harlan 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	4.7	motion Sharpness not is not consistent.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.5	• Bouncy motion at times.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	• Turns was not seamless
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.3	• Spacing was off in some areas. (knee)
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	• motions lost sharp execution
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	when Stepping in & out.
Total	Possible	30	26.4 • Some Footwork differences

# GAME DAY / CROWD LEADING



Team Name Harlan 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	<ul style="list-style-type: none"> <li>• Do not allow crowd to control the tempo of your cheer.</li> </ul>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	<ul style="list-style-type: none"> <li>• Color sign work timing was off.</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>• Front to back cheer stunt spacing was off.</li> <li>• Megs were under-utilized.</li> </ul>
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.9	
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	4.3	<ul style="list-style-type: none"> <li>• Strive for consistent tempo throughout</li> </ul>
Total	Possible	35.8	<ul style="list-style-type: none"> <li>• Sharpen up top girls sign work.</li> </ul>

# GAME DAY / FIGHT SONG



Team Name Harlan 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	3.9	low energy throughout spacing is off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	punch motion needs to be by ears
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	flag timing off Flags had
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	energy Signs lacked
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.0	energy & enthusiasm
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	
Total	Possible	30	23.9 ✓



# Point Deduction Score Sheet

Team Name: Harlan County

Division: Game Day Large

ST														
PY														
RT/ST														
J														
0 - :15 Seconds														

ST														
PY														
RT/ST														
J														
:15 - :30 Seconds														

ST														
PY														
RT/ST														
J														
:30 - :45 Seconds														

ST														
PY														
RT/ST														
J														
:45 Seconds - 1 Minute														

ST														
PY														
RT/ST														
J														
1:00 Minute - 1:15														

ST														
PY														
RT/ST														
J														
1:15 - 1:30														

ST														
PY														
RT/ST														
J														
1:30 - 1:45														

ST														
PY														
RT/ST														
J														
1:45 - 2:00														

Legend		
ST - Partner Stunt	.25	
PY - Pyramid	.5	
RT/ST - Tumbling	1.0	
J - Jumps	2.0	
AF - Athlete Fall		
BB - Building Bobble		
BF - Building Fall		
MBF - Major Building Fall		
PF - Pyramid Fall		3.0

ST														
PY														
RT/ST														
J														
2:00 - 2:15														

ST														
PY														
RT/ST														
J														
2:15 - 2:30														

ST														
PY														
RT/ST														
J														
2:30 - 2:45														

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	0



# RULES VIOLATIONS

TEAM NAME Harlan 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 0:17 Total Time 2:52 Music Time \_\_\_\_\_

Entry OT:  (0.25)  (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"/>	_____	_____	_____

SAFETY DEDUCTIONS: \_\_\_\_\_

RULES DEDUCTION TOTAL