

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.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	(knee) • 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"> • Do not allow crowd to control the tempo of your cheer. • Color sign work timing was off. • Front to back cheer stunt spacing was off. • Megs were under-utilized.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	
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"> • Strive for consistent tempo throughout
Total	Possible	40	35.8

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 flag timing off
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	Flags had energy
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	Signs lacked energy & enthusiasm
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.0	
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	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

2:00 - 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	_____ <u>0</u>



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 <u>0:17</u> Total Time <u>2:52</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>0</u>