

# GAME DAY / BAND CHANT



Team Name Highlands

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	4.8	motion Placement in high V
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	• Timing on hitting motion was slower on some.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	• spacing off in
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	transitions • locked consistent
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	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	4.1	Good energy
Total	Possible	30	25.8 ✓



# GAME DAY / CROWD LEADING



Team Name Highlands

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	• Tempo was too fast.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	And, was inconsistent @ end of cheer.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	• HHS sign work needed to be sharper.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.5	• Stunt spacing (side-to-side) was off.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.8	• Quite a bit of movement underneath 1st side ext.
			• Arch motions were over-exaggerated; Don't sling!
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	• Slow down + cut off words.
Total Possible	40	35.3	✓ Give crowd time to respond.



# GAME DAY / FIGHT SONG



Team Name Highlands

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	4.0	T motions off on height
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	punches need to be beside ears Kick timing off
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	Flag timing off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	Right High v's wide
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.0	stunts a little shaky
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	23.8	





# Point Deduction Score Sheet

Team Name: Highlands

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

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

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	
0.25 x	_____ = _____
0.5 x	_____ = _____
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	<u>0</u>





# RULES VIOLATIONS

TEAM NAME Highlands

DIVISION Game Day Large

BOUNDARY VIOLATIONS					x (0.5)
GAME DAY FORMAT VIOLATION	<i>* Warning</i> <i>Left mat together sick on left</i>				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>2:59</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"/>				
SAFETY DEDUCTIONS:					
RULES DEDUCTION TOTAL					<i>0</i>