

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	<ul style="list-style-type: none"> Tempo was too fast. And, was inconsistent @ end of cheer,
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	<ul style="list-style-type: none"> HHS sign work needed to be sharper.
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"> Stunt spacing (side-to-side) was off. Quite a bit of movement underneath 1st side exit.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.5	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.8	<ul style="list-style-type: none"> Punch motions were over-exaggerated, Don't sing,
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	<ul style="list-style-type: none"> Slow down & cut off words.
Total	Possible	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 punches need to be beside ears kick timing off flag timing off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	Right High V's wide Stunts a little shaky
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	23.8 ✓



Point Deduction Score Sheet

Team Name: Highlands

Division: Game Day Large

Subject	Time (Seconds)	Trials
ST	0	1
PY	0	1
RTST	0	1
J	0	1

A blank 15-minute timer card with labels for ST, PY, RT/ST, and J. The card features a vertical timeline with 15 major tick marks. The labels are positioned on the left side of the timeline.

ST								
PY								
RT/ST								
J								

ST
PY
RT/ST
J

1:45 - 2:00

Time	ST	PY	RT/ST	J
2:15	1	1	1	0
2:17	1	1	1	0
2:19	1	1	1	0
2:21	0	1	1	0
2:23	0	1	1	0
2:25	0	1	1	0
2:27	0	0	0	1
2:29	0	0	0	1
2:30	0	0	0	1

Time	ST	PY
2:30	1	1
2:45	8	8
2:55	7	7

Figure 1 consists of two horizontal lines. The top line is vertical and has six tick marks. Above this line, the labels 'ST', 'PY', 'RT/ST', and 'J' are positioned from left to right. The bottom line is horizontal and has seven tick marks. At the far left of this line is a small vertical tick mark, and at the far right are the numerical labels '0.45' and '0.60'.

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

$0.25 \times \underline{\quad} = \underline{\quad}$

$0.5 \times \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$

$$1.0 \times \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$$

$$2.0 \times =$$

$$3.0 \times =$$

Total

6



RULES VIOLATIONS

TEAM NAME Highlands

DIVISION Game Day Large

BOUNDARY VIOLATIONS	<input type="checkbox"/> x (0.5)		
GAME DAY FORMAT VIOLATION	Warning Left mat together sick on left <input type="checkbox"/> 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: _____	<input type="checkbox"/> x (1.0)	<input type="checkbox"/> 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"/>	_____	_____
_____	<input type="checkbox"/>	_____	_____
SAFETY DEDUCTIONS:	_____		
RULES DEDUCTION TOTAL 			