

# GAME DAY / BAND CHANT



Team Name Hopkins County Central

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	when going out to hit punch some athletes bend & some drive up straight.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.7	motions get bouncy at times.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.8	Kicks were not the same across the board.
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.6	Good energy
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.7	
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	4.7	+ engagement. lacked seamless execution.
Total	Possible	30	28.3 ✓

# GAME DAY / CROWD LEADING



Team Name Hopkins County Central

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>Lack of energy from top girls beginning to end.</li> </ul>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	<ul style="list-style-type: none"> <li>Mount/timing of sideline starts was off.</li> </ul>
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	<ul style="list-style-type: none"> <li>Signs needed to be sharper.</li> <li>Motion placements &amp; sharpness needed to be stronger.</li> </ul>
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8	<ul style="list-style-type: none"> <li>Everyone has to yell!</li> </ul>
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.4	<ul style="list-style-type: none"> <li>Trans. from sideline to cheer jacked energy!</li> </ul>
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	<ul style="list-style-type: none"> <li>Top girls have to be uniform &amp; have energy.</li> <li>Strive for strong voices &amp; genuine energy.</li> </ul>
Total	Possible	32.8	beginning to end.

# GAME DAY / FIGHT SONG



Team Name Hopkins County Central

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	Punches need to be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	Flag timing off Kicks were flexed early motion
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	on Right side High V's Wide T-motion bouncy
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	
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	Bases use legs to drive up
Total	Possible	30	23.8



# Point Deduction Score Sheet

**Team Name:** Hopkins County Central

## Division: Game Day Large

The graph illustrates the swimmer's stroke pattern. The x-axis represents time from 0 to 15 seconds. The y-axis lists the stroke types: ST, PY, RTST, and J. Vertical lines indicate the start of each stroke. The pattern shows a sequence of strokes starting with ST, followed by PY, then RTST, and finally J.

Diagram showing a vertical line on the left with the labels ST, PY, RT/ST, and J above it. To the right is a horizontal line with vertical tick marks. Below this is a bracket labeled :30 - :45 Seconds.

ST PY RT/ST J

1:15 - 1:30

ST

PY

RT/ST

J

2:15 - 2:30

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

**Point  
Deduction  
Totals**



# RULES VIOLATIONS

TEAM NAME Hopkins County Central

## DIVISION Game Day Large

BOUNDARY VIOLATIONS	<hr/> x (0.5)
GAME DAY FORMAT VIOLATION	<hr/> 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)