

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"> • Lack of energy from top girls, beginning to end. • Mount timing of sideline stunts was off. • Signs needed to be sharper. • Motion placements & sharpness needed to be stronger. • Everyone has to yell! • Trans. from sideline to cheer lacked energy.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.4	
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"> • Top girls have to be uniform & have energy. • Strive for strong voices & genuine energy, beginning to end?
Total Possible	40	32.8	

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
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	early motion
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	on Right side 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	T-motion bouncy
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

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	_____



RULES VIOLATIONS

TEAM NAME Hopkins County Central

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>3:00</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				