

GAME DAY / BAND CHANT



Team Name Madison Southern

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	4.1	• 1 ST motion was not in sync. • Timing hitting motions was not consistent amongst all athletes
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	• Timing hitting motions was not consistent amongst all athletes
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	• angles in step out + in not the same in groups. • motion placement
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	• angles in step out + in not the same in groups. • motion placement
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.0	• angles in step out + in not the same in groups. • motion placement
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	• in punch not consistent. • lacks sharp exec.
Total	Possible	30	24.2 ✓ throughout

GAME DAY / CROWD LEADING



Team Name Madison Southern

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	• Motions needed to be sharper & placements also needed to be stronger.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4	• Mount timing off in sideline stunts.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	• Legs too wide in cheer prep (rt side) • There were athletes not yelling, sign work needed to be sharper.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.9	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.2	
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	3.9	• Everyone has to yell. • Focus on having
Total	Possible	40	31.9 • Consistent voice & energy. • Work to correct stunt technique & execution so that in corps can enhance crowd leading.

GAME DAY / FIGHT SONG



Team Name Madison Southern

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	Right High V too narrow Kick swing Timing off Flag timing off Stunt timing off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	Bases need to shrug through Shoulders High V's narrow
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.9	
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	3.9	Sign timing off
Total	Possible	30	23.8



Point Deduction Score Sheet

Team Name: Madison Southern

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	.25
PY - Pyramid	.5
RT/ST - Tumbling	1.0
MBF - Major Building Fall	2.0
J - Jumps	
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 Madison Southern

DIVISION Game Day Large

BOUNDARY VIOLATIONS				x (0.5)
GAME DAY FORMAT VIOLATION				x (1.0)
PROP VIOLATIONS <i>left stunt @ 1:24 bpg: girl released sign from the top</i>				<input checked="" type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR				<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS				<input type="checkbox"/> (1.0)
Entry Time <u>0:18</u>	Total Time <u>2:56</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>.5</u>				