

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.
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	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	• angles in step out + in not the same in groups.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.0	• 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)
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.9	• There were athletes not yelling.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.2	• Sign work needed to be sharper.
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 incorps 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
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	stunt timing off
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
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.9	High V's narrow
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

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 Fall	2.0
	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> </u>



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 bpgirl 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"/>	_____
_____	<input type="checkbox"/>	_____
SAFETY DEDUCTIONS: _____		
RULES DEDUCTION TOTAL		<u>.5</u>