

GAME DAY / BAND CHANT



Team Name McCracken County

Division Game Day Large

Judge No.

Band Chant (25)

Points

Score

Comments

Game Day Material & Crowd Effectiveness

5
4.8

Some spacing issues

Ability to engage the crowd

Practical & relevant to the Game Day environment

Motion Technique

5
4.7

Precision, sharpness, placement, & synchronization of motions

Crowd Leading Tools

5
4.8

Proper use of signs, poms, megaphones, rally towels, and/or flags

Sharpness & synchronization

Footwork wasn't consistent across board.

Good energy, slight motion

Formations & Spacing

5
4.6

Crowd coverage & precise spacing

Execution of formations & transitions

Placement differences.

Some high V's were not as sharp

Visual Appeal

5
4.7

Creative movements and musicality

Use of level changes, ripples, & other techniques

Overall Impression (5)

Points

Score

Comments

Leadership to engage & connect with the crowd

5
4.7

Good visuals & pace

Genuine school spirit & energy; crowd focused

Transitions between Game Day components (minimal & clean)

Total

Possible

30

28.3 ✓

GAME DAY / CROWD LEADING



Team Name McCracken County

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"> Motions were sharp, but placements needed to be stronger (alternating punches) |
| Motion Technique Precision, sharpness, placement, & synchronization of motions | 5 | 3.9 | <ul style="list-style-type: none"> Multiple sign issues, top 1 girl missing & G in front was too close to the W. They also needed to be sharper. |
| Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization | 5 | 3.4 | <ul style="list-style-type: none"> Tempo was too fast. Lack of energy from top girls. |
| Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response | 10 | 7.5 | |
| Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing | 10 | 7.5 | |
| 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 | 3.7 | <ul style="list-style-type: none"> Anytime you have prop exec. issues, your ability to lead the crowd is going to be negatively affected. |
| Total | Possible | 40 | 31 |

GAME DAY / FIGHT SONG



Team Name McCracken County

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 | 3.7 | Kicks not together motions bouncy Punches need to be by ear Timing on flags |
| Motion Technique Precision, sharpness, placement, & synchronization of motions | 5 | 3.5 | |
| Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization | 5 | 3.7 | Timing on flags |
| Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions | 5 | 3.9 | Timing on stunts (-flag rolled over couldn't read) |
| Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing | 5 | 3.6 | |
| 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 | 3.5 | Timing off on left side at beginning |
| Total | Possible | 30 | 21.9 |



Point Deduction Score Sheet

Team Name: McCracken County

Division: Game Day Large

ST

PY

RT/ST

J

0 - :15 Seconds

A blank 15-second timer card with labels for ST, PY, RT/ST, and J. The card features a grid of 15 vertical tick marks. The labels are positioned on the left side of the grid: 'ST' at the top, 'PY' below it, 'RT/ST' further down, and 'J' at the bottom. The grid is divided into three columns of 5 tick marks each.

| 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 |

| | | | | | | | |
|-------|--|--|--|--|--|--|--|
| ST | | | | | | | |
| PY | | | | | | | |
| RT/ST | | | | | | | |
| J | | | | | | | |

Point
Deduction
Totals



RULES VIOLATIONS

TEAM NAME McCracken County

DIVISION Game Day Large

| BOUNDARY VIOLATIONS | x (0.5) | | | |
|--|---|-----------------------|--------|--------------|
| GAME DAY FORMAT VIOLATION | * forward rolls on each side no tumbling allowed in band chant 1 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>0:18</u> | Total Time <u>2:58</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 | <input type="checkbox"/> (1) | | | |