

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 Ability to engage the crowd Practical & relevant to the Game Day environment		5	4.8	Some spacing issues
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	4.7	Footwork wasn't consistent across board.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.8	Good energy slight motion
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.6	Placement differences Some High V's were not as sharp
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	Good visuals + Pace
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 <i>Defense ✓</i>	5	5	• Motions were sharp, but placements needed to be stronger (alternating punches)
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	• Multiple sign issues, top 1st girl missing & G in front was too close to the W.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.4	• They also needed to be sharper. Tempo was too fast.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.5	• Lack of energy from top girls.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, <u>synchronization</u> & 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	• Anytime you have prop exp. 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
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	Punches need to be by ear
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 C-flag rolled over
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.6	couldn't read
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 Totals		
0.25	x	<u> </u> = <u> </u>
0.5	x	<u>1</u> = <u>0.5</u>
1.0	x	<u> </u> = <u> </u>
2.0	x	<u> </u> = <u> </u>
3.0	x	<u> </u> = <u> </u>
Total		<u>0.5</u>



RULES VIOLATIONS

TEAM NAME McCracken County

DIVISION Game Day Large

BOUNDARY VIOLATIONS				x (0.5)
GAME DAY FORMAT VIOLATION	<i>*forward rolls on each side no tumbling allowed in band chant</i>			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				<u>1</u>