

GAME DAY / BAND CHANT



Team Name Nicholas 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	4.2	motion tech gets loose in fast pace areas. Footwork + body angles dont match on all athletes
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	Footwork + body angles dont match on all athletes
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	Pace + flow not consistent Spacing in transitions inconsistent.
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.6	Pace + flow not consistent Spacing in transitions inconsistent.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.8	Pace + flow not consistent Spacing in transitions inconsistent.
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	4.2	Lost sharp execution Seamless movement
Total	Possible	30	26.1 ✓

GAME DAY / CROWD LEADING



Team Name Nicholas 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"> Lack of energy throughout Voices needed to be louder, especially during transitions.
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	3.5	<ul style="list-style-type: none"> Standing tuck timing off, middle tuck did not stick landing. Sign work needs to be sharper (JACKETS) There were athletes, not yelling.
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	7.4	
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	3.5	<ul style="list-style-type: none"> Everyone yell! Give for genuine energy,
Total	Possible	40	30.4 beginning to end.

GAME DAY / FIGHT SONG



Team Name Nicholas 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	3.9	Punches not beside ear
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.7	Smiles & energy lacking timing of motions
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	Soft motions Sign work off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.8	Spacing off
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.8	
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	3.8	
Total	Possible	30	22.9 ✓



Point Deduction Score Sheet

Team Name: Nicholas County

Division: Game Day Large

ST							
PY							
RTST							
J							

ST PY RTST J

:45 Seconds - 1 Minute

Time	ST	PY	RTST	J
1:45	0	0	0	0
1:50	1	1	1	0
1:55	5	5	5	1
1:58	3	3	3	2
2:00	0	0	0	0

Species	Time	Number of Ticks
ST	2:15	10
PY	2:15	10
RTST	2:15	10
J	2:15	10

ST							
PY							
RT/ST							
J							

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

Point
Deduction
Totals



RULES VIOLATIONS

TEAM NAME Nicholas County

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____ x (0.5)				
GAME DAY FORMAT VIOLATION	_____ x (1.0)				
PROP VIOLATIONS <i>(a) 2' 20 ft side throw sign</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>2:53</u>	Music Time _____			
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: _____	<input type="checkbox"/> x (1.0)	<input type="checkbox"/> 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 <i>.5</i>					