

# GAME DAY / BAND CHANT



Team Name Perry County Central

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	• Body flags was distracting - many stepped on them + was not seamless. • motions
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	3.8	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	lacked precision + sharp execution by many. , footwork differences.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.0	
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	4.0	
Total	Possible	30	23.7 ✓

# GAME DAY / CROWD LEADING



Team Name Perry County Central

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	• Mount timing of sideline stunts was off.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	• Flag timing was inconsistent
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	• There was a lot of movement underneath ext. in sideline. • Could not understand words preceding or following DORES spellout.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.5	• Voices & energy decreased during cheer.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.7	
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	4.2	• Strive for consistent genuine energy.
Total	Possible	40	35 ✓ beginning to end.

# GAME DAY / FIGHT SONG



Team Name Perry County Central

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	4.0	Punches need to be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.7	Jump out timing off Low V's too High
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	Stunt timing off
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.8	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	3.7	Flag timing off

## 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:** Perry County Central

## Division: Game Day Large

Time (Seconds)	Number of Subjects (N)
0	1 (ST)
1	1 (PY)
2	1 (RT/ST)
3	1 (J)

ST

ST

PY

RT/ST

J

1:00 Minute - 1:15

ST

PY

RT/ST

J

2:00 - 2:15

Time	ST	PY
2:00 - 2:30	0	0
2:30 - 2:35	30	10
2:35 - 2:45	30	10

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**

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# RULES VIOLATIONS

TEAM NAME Perry County Central

DIVISION Game Day Large

BOUNDARY VIOLATIONS	x (0.5)
GAME DAY FORMAT VIOLATION	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>0:22</u>	Total Time <u>2:49</u>
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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS:	_____			
RULES DEDUCTION TOTAL				