

GAME DAY / BAND CHANT



Team Name Pike 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	4.6	• Pace in opening did not flow. • Rhythm was not consistent.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	• Pace was better after beginning.
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	• sign work off • motion placement & sharpness was not.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.9	
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	• Transitions was not seamless
Total	Possible	30	24.9 Sync off

GAME DAY / CROWD LEADING



Team Name Pike 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	• Voices were inconsistent, volume decreased during "Touchdown Pike".
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	• Motion sharpness needed to be stronger.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.4	• I flag was late during cheer. • Extension Stunt technique needed to be stronger, specifically at side.
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	• Stunt incaps need to be solid & enhance crowd leading efforts. • Strive for consistent dynamics throughout.
Total	Possible	34.7	

GAME DAY / FIGHT SONG



Team Name Pike 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	3.9	Bases drive up through Shoulders Spacing with flags off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	punch motions need to be by ears
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	Spacing off throughout
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.9	
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	23.8



Point Deduction Score Sheet

Team Name: Pike County Central

Division: Game Day Large

ST

PY

RTST

J

0 - :15 Seconds

ST									
PY									
RT/ST									
J									
:15 - :30 Seconds									

:45 Seconds - 1 Minute

ST								
PY								
RT/ST								
J								

ST PY RT/ST J

1:30 - 1:45

Time	ST	PY	RT/ST	J
2:00	0	0	0	0
2:05	1	1	1	0
2:10	5	5	5	0
2:15	7	7	7	0

ST								
PY								
RT/ST								
J								

ST							
PY							
RTST							
J							

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	2.0
	Fall	
	PF - Pyramid Fall	3.0

Point Deduction Totals



RULES VIOLATIONS

TEAM NAME Pike County Central

DIVISION Game Day Large

BOUNDARY VIOLATIONS				x (0.5)
GAME DAY FORMAT VIOLATION				x (1.0)
PROP VIOLATIONS <i>@ 2:55 left start standing on pom</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>:19</u>	Total Time <u>2:59</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>.5</u>				