

# 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.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	• Rhythm was not consistent.
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	•Motion sharpness needed to be stronger.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	•I flag was late during cheer.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.4	•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
Total Possible	40	34.7	•leading efforts, strive for consistent dynamics throughout.



# 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
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	Spacing with flags off
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  
RT/ST  
J


0 - :15 Seconds

ST  
PY  
RT/ST  
J


:15 - :30 Seconds

ST  
PY  
RT/ST  
J


:30 - :45 Seconds

ST  
PY  
RT/ST  
J


:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J


X BB  
1:05

1:00 Minute - 1:15

ST  
PY  
RT/ST  
J


1:15 - 1:30

ST  
PY  
RT/ST  
J


1:30 - 1:45

ST  
PY  
RT/ST  
J


1:45 - 2:00

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 Fall	2.0
	PF - Pyramid Fall	3.0

ST  
PY  
RT/ST  
J


2:00 - 2:15

ST  
PY  
RT/ST  
J


2:15 - 2:30

ST  
PY  
RT/ST  
J


2:30 - 2:45

ST  
PY  
RT/ST  
J


2:45 - 3:00

Point Deduction Totals	
0.25 x	_____ = _____
0.5 x	1 = 0.5
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	0.5



# 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 @ 2:55 left student standing on pom	<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>	