

GAME DAY / BAND CHANT



Team Name Rockcastle 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 motion placement issues.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.8	Good visuals flow & energy.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.8	easy to follow & engaging
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.8	
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.8	
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	4.8	
Total	Possible	30	28.8 ✓

GAME DAY / CROWD LEADING



Team Name Rockcastle 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	• Top girl energy did not match energy of girls on the ground.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.6	• Sticks & stand more standing tucks. No stepping!
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	• Voices dropped prior to color callback in cheer.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.4	• Transition to shoulder stand @ end; timing was off.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9.5	
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	4.6	• Strive for consistent energy throughout.
Total	Possible	40	• Voice dynamic has to remain same beginning to end.

GAME DAY / FIGHT SONG



Team Name Rockcastle 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	4.4	Narrow High V's throughout Spacing off Sign work
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	Was Soft T-motion Bouncy
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	Right stunt group bases need to use legs to drive up
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.2	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.3	
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	4.3	
Total	Possible	30	25.8



Point Deduction Score Sheet

Team Name: Rockcastle County

Division: Game Day Large

A graph with a single vertical tick mark at the 0-second mark. The y-axis is labeled with 'ST', 'PY', 'RTST', and 'J' from top to bottom. The x-axis is labeled '0 - :15 Seconds'.

ST								
PY								
RT/ST								
J								

ST

PY

RT/ST

J

:30 - :45 Seconds

ST

PY

RT/ST

J

1:00 Minute - 1:15

ST

PY

RT/ST

J

1:30 - 1:45

ST

PY

RT/ST

J

1:45 - 2:00

ST							
PY							
RTST							
J							

Time	ST	PY	RT/ST	J
2:30	0	0	0	0
2:35	0	0	0	0
2:38	1	1	1	0
2:40	5	5	5	0
2:42	8	8	8	0
2:45	10	10	10	0

ST								
PY								
RTST								
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

$$0.25 \times \underline{\quad} =$$

$$0.5 \times =$$

$$10 \times =$$

30 x =

30 \times \equiv

Total



RULES VIOLATIONS

TEAM NAME Rockcastle County

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____ x (0.5)			
GAME DAY FORMAT VIOLATION	_____ x (1.0)			
PROP VIOLATIONS <i>(2:48 center start 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>0:18</u>	Total Time <u>3:00</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 #
_____		<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>0.5</i>				