GAME DAY / BAND CHANT

Team Name Russell 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	motions get bouncy in fast paced areas. Hip motion on some is not the same. Some footwork was not same.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.7	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.6	
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.7	

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	4.6	
Total — Possible	30	27.7 ✓	

GAME DAY / CROWD LEADING

KHSAA

Team Name Russell 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	• Couple of athletes not yelling. • Standing tuck timing was off. Also, cannot move - stick landings. • Lack of energy transf. into cheer. • Motion placements needed to be stronger. • Flag pass inconsistent. • Rt toss - top girls legs were really wide.
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	4.2	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.3	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.5	

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	4.2	• Athletes need to strive for consistent voice + energy beginning to end!
Total Possible	40	34.3	

GAME DAY / FIGHT SONG

KHSAA

Team Name Russell 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	4.2	Punches need to be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	flag timing off
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	Point toes in Kicks and watch timing
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	Sign timing off
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.2	box motion needs to look like box not muscles
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	
Total Possible	30	24.6 ✓	

Point Deduction
Score Sheet

Team Name: Russell County

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	
	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

Point Deduction Totals

0.25 x _____ = _____

0.5 x _____ = _____

1.0 x _____ = _____

2.0 x _____ = _____

3.0 x _____ = _____

Total _____ 0

ST	
PY	
RT/ST	
J	
	2:30 - 2:45

ST	
PY	
RT/ST	
J	
	2:45 - 3:00

RULES VIOLATIONS

![KHSAA logo]

TEAM NAME Russell County

DIVISION G a m e   D a y   L a r g e

BOUNDARY VIOLATIONS	_____ x (0.5)
GAME DAY FORMAT VIOLATION	_____ x (1.0)
PROP VIOLATIONS	❑ (0.5)
UNSPORTSMANLIKE BEHAVIOR	❑ (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	❑ (1.0)

Entry Time _0.20_   Total Time _2;57_   Music Time _____

Entry OT: ❑ (0.25) ❑ (0.5)   Routine OT: _____ x (1.0)   _____ x (2.0)

RULE INFRACTION	WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____
_____	❑	_____	_____	_____

SAFETY DEDUCTIONS: _____

RULES DEDUCTION TOTAL	