

GAME DAY / BAND CHANT



Team Name Sacred Heart

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	• At times the pace felt off with motions + music/ call back
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	• punch motion angles were diff on
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	many.
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.2	• Footwork + spacing not consistent.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.4	• Great energy • Good visuals
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	• Transitions lacked clarity at times.
Total	Possible	30	26.3 ✓ Timing of Flag/sign @ end.

GAME DAY / CROWD LEADING



Team Name Sacred Heart

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	• Do not allow crowd to control your sideline tempo.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.4	• Voices needed to be stronger both preceding + following SHA callback.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	• V placements were inconsistent, some too wide - some too narrow.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.3	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9.4	
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	4.5	• Strive for consistent dynamics, beginning to end.
Total Possible	40	37.2	

GAME DAY / FIGHT SONG



Team Name Sacred Heart

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	3.8	Spacing off Flag timing needs to be together punches need to be by ears High V's
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.7	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.9	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.7	some are narrow TD motions wide low-V timing off
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.7	
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	3.8	
Total	Possible	30	22.6 ✓

Total 0



RULES VIOLATIONS

TEAM NAME Sacred Heart

DIVISION Game Day Large

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS	<i>@ 1:45 center stunt stepped on pom @ 2:50 center stunt stepped 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>0:16</u> Total Time <u>2:53</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:		<u>0.5</u>
RULES DEDUCTION TOTAL		<u>0.5</u>