

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	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.6	• Punch motion angles were diff on
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.2	many. • Foot work + spacing
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.4	not consistent. • 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



Point Deduction Score Sheet

Team Name: Sacred Heart

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														

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														

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

Point Deduction Totals

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

$$0.5 \times \underline{\quad} = \underline{\quad}$$

$$1.0 \times \underline{\quad} = \underline{\quad}$$

$$2.0 \times \underline{\quad} = \underline{\quad}$$

$$3.0 \times \underline{\quad} = \underline{\quad}$$

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 centerstunt stepped on pom @ 2:50 centerstunt 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>0.3</u>				
RULES DEDUCTION TOTAL	<u>0.5</u>			