

# GAME DAY / BAND CHANT



Team Name Somerset

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	V motion lost sharpness Some issues with motion
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.7	Placement In punch was off by some
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.8	Good energy
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.6	+ visuals. Good pace + flow.
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	Good engagement
Total	Possible	30	28.5



# GAME DAY / CROWD LEADING



Team Name Somerset

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	• 1/2 v placements need improvement • Voice dynamic was inconsistent, especially during cheer.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	• Athletes late to cheer from sideline
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	• middle standing tuck execution error.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.9	• Top girls energy & athletes on ground have to match.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7	• Standing tuck timing was off • Lack of genuine energy.
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	Incorp errors affected your crowd leading efforts.
Total Possible	40	32.2	



# GAME DAY / FIGHT SONG



Team Name Somerset

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	Watch Spacing Punches need to be next to ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	Stunt on left side needs to
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	extend arms & shrug through shoulders
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.3	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.4	
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	
Total Possible	30	26.3	





# Point Deduction Score Sheet

Team Name: Somerset

Division: Game Day Large

ST  
PY  
RT/ST  
J

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0 - :15 Seconds

ST  
PY  
RT/ST  
J

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:15 - :30 Seconds

ST  
PY  
RT/ST  
J

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:30 - :45 Seconds

ST  
PY  
RT/ST  
J

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:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J

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X 102  
AF

1:00 Minute - 1:15

ST  
PY  
RT/ST  
J

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1:15 - 1:30

ST  
PY  
RT/ST  
J

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1:30 - 1:45

ST  
PY  
RT/ST  
J

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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	2.0
	Fall	
	PF - Pyramid Fall	3.0

ST  
PY  
RT/ST  
J

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2:00 - 2:15

ST  
PY  
RT/ST  
J

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2:15 - 2:30

ST  
PY  
RT/ST  
J

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2:30 - 2:45

ST  
PY  
RT/ST  
J

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2:45 - 3:00

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





# RULES VIOLATIONS

TEAM NAME Somerset

DIVISION Game Day Large

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 0:17 Total Time 2:56 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)
_____	<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

0