

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 placement In punch was off by some Good energy
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.7	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.8	
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 • middle standing tuck execution error.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	• Top girls energy & athletes on ground have to match.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.9	• Standing tuck timing was off • Lack of baseline energy.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	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	Incorp errors affected your crowd leading effAgt.
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

RTST

J

:30 - :45 Seconds

ST
PY
RTST
J

X 10^2
AF

1:00 Minute - 1:15

ST

PY

RT/ST

J

1:30 - 1:45

ST								
PY								
RT/ST								
J								

ST							
PY							
REST							
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

$$0.25 \times 1 = 0.25$$

$$0.5 \times =$$

$$1.0 \times =$$

$$20 \times =$$

3.0 x = 3

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	<input type="checkbox"/> (0.5)				
UNSPORTSMANLIKE BEHAVIOR	<input type="checkbox"/> (1.0)				
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	<input type="checkbox"/> (1.0)				
Entry Time <u>0:17</u>	Total Time <u>2:56</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: _____					
RULES DEDUCTION TOTAL 					