

GAME DAY / BAND CHANT



Team Name Warren Central

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	4.1	Footwork not consistent with all athletes.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	Punch + V motion placement on some was different.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	Some was different.
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	Timing on white flag slightly off.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.0	Good energy & visuals could be sharper.
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	4.0	
Total	Possible	30	25.0 ✓

GAME DAY / CROWD LEADING



Team Name Warren Central

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 T & punch motions needed to be stronger (placement) • Flag timing during call-back was off.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	• Transition from sideline to cheer lacked energy.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	• Dynamic in sideline needed to be louder. • Trans. from prep to grandstand (lift) needed to be cleaner.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9	• RT side exit, dismount was too early.
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.9	
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	Athletes need to strive for consistent energy throughout.
Total	Possible	40	35.9 ✓

GAME DAY / FIGHT SONG



Team Name Warren Central

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	3.9	Punches not by ear flag timing off
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.7	Kicks flexed & different heights Watch spacing
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.7	Motions were bouncy and soft
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.9	Words & motions soft
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	3.9	Top girls Watch
Total	Possible	30	23.1 Motion placement

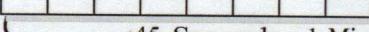


Point Deduction Score Sheet

Team Name: Warren Central

Division: Game Day Large

A graph with a vertical y-axis and a horizontal x-axis labeled "0 - ;15 Seconds". The y-axis has labels "ST", "PY", "RT/ST", and "J" from top to bottom. The x-axis has 15 vertical tick marks. A single vertical line is drawn at the first tick mark on the x-axis.

ST								
PY								
RTST								
J								
								
:45 Seconds - 1 Minute								

RT/ST

1.00 Minute - 1:15

1.00-1.50 Seconds

ST								
PY								
RIST								
J								
2:00 - 2:15								

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

$$0.25 \times =$$

$$0.5 \times =$$

$$1.0 \times =$$

20 x =

$$3.0 \times =$$

Total

8



RULES VIOLATIONS

TEAM NAME Warren Central

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>2:42</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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS:	_____			
RULES DEDUCTION TOTAL				