

GAME DAY / BAND CHANT



Team Name Woodford County

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	motion Placement throughout
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	- footwork not the same many did not say call back.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	step in
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	+ out was not seamless. energy was not consistent.
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	3.7	males
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	had more engagement throughout.
Total	Possible	30	23.7 ✓ lacked visual appeal

GAME DAY / CROWD LEADING



Team Name Woodford County

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	• Shoulder sit load timing in sideline was off.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.7	• Spacing of athletes on ground w/ Touchdown sign was off.
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	• Athlete standing tuck execution error.
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.5	• Flag timing was inconsistent throughout
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	9.6	
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	4.7	• Ensure all incorps enhance your crowd leading
Total	Possible	40	38 efforts - Both stunts & standing tumbling.

GAME DAY / FIGHT SONG



Team Name Woodford County

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	4.2	Punch motions need to be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	T-ripple heights different
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	Kick ripple off + toes
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.2	were flexed Left side stunt Shaky
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.0	
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	4.2	
Total Possible	30	25.2	



Point Deduction Score Sheet

Team Name: Woodford County

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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1:00 Minute - 1:15

ST
PY
RT/ST
J

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1:15 - 1:30

1:22
X AF

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 Fall	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 Woodford County

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 checked="" type="checkbox"/> (1.0)
<div style="text-align: right; font-size: small;"><i>Drumming mugs together before routine</i></div>		
Entry Time <u>0:18</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		1