

# 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 footwork not the same many did not say call back step in
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	
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	<ul style="list-style-type: none"> <li>Shoulder sit load timing in sideline was off.</li> </ul>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.7	<ul style="list-style-type: none"> <li>Spacing of athletes on ground w/ Touchdown signs was off.</li> </ul>
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	<ul style="list-style-type: none"> <li>Athlete standing tuck execution error.</li> </ul>
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	9.5	<ul style="list-style-type: none"> <li>Flag timing was inconsistent throughout.</li> </ul>
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	<ul style="list-style-type: none"> <li>Ensure all incrops enhance your crowd leading efforts - both stunts &amp; standing tumbling.</li> </ul>
Total	Possible	38	

# 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	41.2	Punch motions need to be by ears
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	41.3	T-ripple heights different Kick ripple off + toes
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	41.3	Kick ripple off + toes
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	41.2	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	41.0	
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	41.2	
Total	Possible	30	25.2 ✓



# Point Deduction Score Sheet

**Team Name:** Woodford County

## Division: Game Day Large

ST

PY

RT/ST

J

0 - :15 Seconds

ST

PY

RTST

J

:15 - :30 Seconds

1:00 Minute - 1:15

ST							
PY							
RT/ST							
J							

ST

PY

RT/ST

J

1:45 - 2:00

ST  
PY  
RT/ST  
J

2:00 - 2:15

RTST

2:15 - 2:30

## 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

$$0.25 \times \underline{1} = \underline{0.25}$$

$$0.5 \times =$$

$$1.0 \times =$$

$$20 \times =$$

$$3.0 \times 10^{-3}$$

**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	<i>Bringing mugs together before routine</i> <input checked="" type="checkbox"/> (1.0)			
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: _____	<input type="checkbox"/> x (1.0)	<input type="checkbox"/> 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	<input checked="" type="checkbox"/> 1			