

GAME DAY / BAND CHANT



Team Name Apollo

Division Small 60

Judge No. 1

Band Chant (25)		Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment		5	4.5	- Work on timing of Soar signs Coming to chest
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	4.2	- A sign timing - flag timing off
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.1	- utilize last 7th mat to engage full floor
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.3	- Kick timing off when snapping feet together
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.7	- be flat in motion level change
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	4.6	great overall energy & engagement
Total	Possible	30	26.4	

GAME DAY / CROWD LEADING



Team Name Apollo

Division Game Day Small

Judge No.

Crowd Leading (35)	Points	Score	Comments
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5	voices need to be louder! Be sure all participants yell the words
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.2	
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	3.6	Good Energy!
Total Possible	40	30.0	

GAME DAY / FIGHT SONG



Team Name Apollo

Division Game Day Small

Judge No. _____

Fight Song (25)	Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	3.0	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.1	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.7	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.3	
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	3.6	
Total Possible	30	21.5	

- Flag timing inconsistent
- Shoulder stands out of sync leading in.
- Claps are soft and Placement inconsistent.
- Signs lacked sharpness and were blurry.



Point Deduction Score Sheet

Team Name: Apollo

Division: Game Day Small

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

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
	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	_____ = _____
0.5 x	_____ = _____
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	<u>4</u>



RULES VIOLATIONS

TEAM NAME Apollo

DIVISION Game Day Small

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 <u>0:18</u> Total Time <u>3:00</u> 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)	
_____	☐	_____	_____	_____	
_____	☐	_____	_____	_____	
_____	☐	_____	_____	_____	
_____	☐	_____	_____	_____	
_____	☐	_____	_____	_____	
_____	☐	_____	_____	_____	
_____	☐	_____	_____	_____	
SAFETY DEDUCTIONS:					_____
RULES DEDUCTION TOTAL					<u>0</u>