

# GAME DAY / BAND CHANT



Team Name barren County

Division Small 60

Judge No. 1

| Band Chant (25)  | Points   | Score | Comments   |
|--|----------|-------|--|
| <b>Game Day Material &amp; Crowd Effectiveness</b><br><i>Ability to engage the crowd</i><br><i>Practical &amp; relevant to the Game Day environment</i>                                      | 5        | 4.4   | <ul style="list-style-type: none"> <li>-utilize full floor from start to finish to engage crowd better</li> </ul>        |
| <b>Motion Technique</b><br><i>Precision, sharpness, placement, &amp; synchronization of motions</i>  | 5        | 4.0   | <ul style="list-style-type: none"> <li>-swinging motion timing off</li> </ul>  |
| <b>Crowd Leading Tools</b><br><i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i><br><i>Sharpness &amp; synchronization</i>   | 5        | 4.5   | <ul style="list-style-type: none"> <li>-be sharper to knee w/ letter</li> </ul>  |
| <b>Formations &amp; Spacing</b><br><i>Crowd coverage &amp; precise spacing</i><br><i>Execution of formations &amp; transitions</i>   | 5        | 4.2   | <ul style="list-style-type: none"> <li>signs timing at high</li> <li>-flag timing off from one letter to next</li> </ul> |
| <b>Visual Appeal</b><br><i>Creative movements and musicality</i><br><i>Use of level changes, ripples, &amp; other techniques</i>   | 5        | 4.3   | <ul style="list-style-type: none"> <li>lock elbows in purchase</li> </ul>  |
| Overall Impression (5)   | Points   | Score | Comments   |
| <i>Leadership to engage &amp; connect with the crowd</i><br><i>Genuine school spirit &amp; energy; crowd focused</i><br><i>Transitions between Game Day components (minimal &amp; clean)</i> | 5        | 4.3   | <ul style="list-style-type: none"> <li>spread out to cover more of crowd</li> </ul>                                      |
| Total  | Possible | 30    | 25.7 ✓   |

# GAME DAY / CROWD LEADING



Team Name Barren County

Division Game Day Small

Judge No.

| Crowd Leading (35)   | Points   | Score | Comments                                |
|--|----------|-------|---|
| Game Day Relevance of Situational Sideline<br>Proper response to the sideline cue  | 5        | 5     | <i>like cue</i>                         |
| Motion Technique<br>Precision, sharpness, placement, & synchronization of motions  | 5        | 3.9   | <i>clean movement</i>                   |
| Crowd Leading Tools<br>Proper use of signs, poms, megaphones, rally towels, and/or flags<br>Sharpness & synchronization  | 5        | 4.3   | <i>between sideline school</i>          |
| Crowd Effectiveness<br>Voice, pace, flow, maximum crowd coverage<br>Ability to elicit crowd response   | 10       | 8.1   | <i>watch placement of + motion</i>      |
| Effectiveness & Execution of Skills Incorporated<br>Clean & crowd effective skills relevant to Game Day environment<br>Technique, stability, synchronization & spacing | 10       | 8.1   | <i>Be sure to be sharp with signs</i>   |
| Overall Impression (5)   | Points   | Score | Comments                                |
| Leadership to engage & connect with the crowd<br>Genuine school spirit & energy; crowd focused<br>Transitions between Game Day components (minimal & clean)            | 5        | 3.9   | <i>Be sure everyone yells the words</i> |
| Total  | Possible | 40    | 33.3                                    |

# GAME DAY / FIGHT SONG



Team Name Barren County

Division Game Day Small

Judge No.

| Fight Song (25)  | Points   | Score | Comments |
|--|----------|-------|----------|
| Game Day Material & Crowd Effectiveness<br>Ability to engage the crowd<br>Practical & relevant to the Game Day environment   | 5        | 4.4   |          |
| Motion Technique<br>Precision, sharpness, placement, & synchronization of motions  | 5        | 3.9   |          |
| Crowd Leading Tools<br>Proper use of signs, poms, megaphones, rally towels, and/or flags<br>Sharpness & synchronization  | 5        | 3.6   |          |
| Formations & Spacing<br>Crowd coverage & precise spacing<br>Execution of formations & transitions  | 5        | 5.0   |          |
| Effectiveness & Execution of Skills Incorporated<br>Clean & crowd effective skills relevant to Game Day environment<br>Technique, stability, synchronization & spacing | 5        | 4.4   |          |
| Overall Impression (5)   | Points   | Score | Comments |
| Leadership to engage & connect with the crowd<br>Genuine school spirit & energy; crowd focused<br>Transitions between Game Day components (minimal & clean)            | 5        | 4.0   |          |
| Total  | Possible | 30    | 25.0 ✓   |

- Halftime and 1st/2nd quarter placement inconsistent.
- Trojans signs are bouncy/not crisp.
- Kick height level inconsistent.



# Point Deduction Score Sheet

**Team Name:** Barren County

## Division: Game Day Small

| Player | Strokes |
|--------|---------|
| ST     | 1       |
| PY     | 1       |
| RTST   | 1       |
| J      | 7       |

A graph showing a single sharp peak at 1:00 minute. The y-axis has labels ST, PY, RTST, and J. The x-axis is labeled '1:00 Minute - 1:15'.

|      |  |  |  |  |  |  |  |
|------|--|--|--|--|--|--|--|
| ST   |  |  |  |  |  |  |  |
| PY   |  |  |  |  |  |  |  |
| RTST |  |  |  |  |  |  |  |
| J    |  |  |  |  |  |  |  |
|      |  |  |  |  |  |  |  |

| Event | Time |
|-------|------|
| ST    | 2:30 |
| PY    | 2:31 |
| RTST  | 2:32 |
| J     | 2:33 |

| 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

$$0.25 \times =$$

$$0.5 \times \underline{\hspace{1cm}} =$$

$$1.0 \times =$$

$$20 \times =$$

$$3.0 \times =$$

**Total**

ψ



# RULES VIOLATIONS

TEAM NAME Barren County

## DIVISION Game Day Small I

|   |                                |                  |               |        |              |
|---|--------------------------------|------------------|---------------|--------|--------------|
| 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>0:20</u>  | Total Time <u>2:54</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  |                                |                  |               |        |              |