

# GAME DAY / BAND CHANT



Team Name Danville

Division 6D Small

Judge No. 1

Band Chant (25)	Points	Score	Comments
<p><i>Game Day Material &amp; Crowd Effectiveness</i>  <i>Ability to engage the crowd</i>  <i>Practical &amp; relevant to the Game Day environment</i></p>	5	4.3	- use voice inflection on all callbacks- esp eng
<p><i>Motion Technique</i>  <i>Precision, sharpness, placement, &amp; synchronization of motions</i></p>	5	4.3	- lock elbows in punch motions & work on timing motion
<p><i>Crowd Leading Tools</i>  <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i>  <i>Sharpness &amp; synchronization</i></p>	5	4.0	- yell our color signs - be sharper & work on timing to top
<p><i>Formations &amp; Spacing</i>  <i>Crowd coverage &amp; precise spacing</i>  <i>Execution of formations &amp; transitions</i></p>	5	4.5	- clean up uniformity of letter signs (P) - ripples at levels ✓
<p><i>Visual Appeal</i>  <i>Creative movements and musicality</i>  <i>Use of level changes, ripples, &amp; other techniques</i></p>	5	4.4	
Overall Impression (5)	Points	Score	Comments
<p><i>Leadership to engage &amp; connect with the crowd</i>  <i>Genuine school spirit &amp; energy; crowd focused</i>  <i>Transitions between Game Day components (minimal &amp; clean)</i></p>	5	4.3	use movement to engage more - get crowd involved!
Total	Possible	30	25.8 ✓

# GAME DAY / CROWD LEADING



Team Name Danville

Division Game Day Small

Judge No. 2

Crowd Leading (35)	Points	Score	Comments
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5	Be sure to pop signs
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6	watch ball
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	stunt flags off on load
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.1	class need to hit at top
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.1	6-0 signs need to move
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	3.5	need energy
Total	Possible	40	29.9 ✓

# GAME DAY / FIGHT SONG



Team Name Danville

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	3.9	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.8	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4	
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	4.5	
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	3.7	
Total	Possible	30	24.7 ✓

• Bent elbows in High V's  
 • Shoulder sit timing out of sync.  
 • Energy was inconsistent throughout.  
 • Flag timing slightly off in opening flags.



# Point Deduction Score Sheet

**Team Name:** Danville

## Division: Game Day Small

ST

PY

RTST

J

0 - :15 Seconds

ST							
PY							
RTST							
J							

1:00 Minute - 1:15

ST

PY

RT/ST

J

2:00 - 2:15

ST

PY

RT/ST

J

2:15 - 2:30

Point
Deduction
Totals

Time	ST	PY	RTST	J
2:30	0	0	0	0
2:35	1	1	1	0
2:40	5	5	5	0
2:45	8	8	8	0

Legend		
T - Partner Stunt	AF - Athlete Fall	.25
Y - Pyramid	BB - Building Bobble	.5
T/ST - Tumbling	BF - Building Fall	1.0
- Jumps	MBF - Major Building	2.0
	Fall	
	PF - Pyramid Fall	3.0

# Point Deduction Totals

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# RULES VIOLATIONS

TEAM NAME Danville

## DIVISION Game Day Small

BOUNDARY VIOLATIONS	<input type="text"/> x (0.5)		
GAME DAY FORMAT VIOLATION	<input type="text"/> x (1.0)		
PROP VIOLATIONS <i>*Teams can not bring unused props to the floor. (Megaphones were not used.)</i>	<input checked="" 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>2:48</u>	Music Time <input type="text"/>	
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: <input type="text"/> x (1.0)	<input type="text"/> x (2.0)	
RULE INFRACTION	WARNING	CATEGORY	PAGE #
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
SAFETY DEDUCTIONS: <input type="text"/>			
RULES DEDUCTION TOTAL			0.5