

GAME DAY / BAND CHANT



Team Name East Jessamine

Division Game Day Small

Judge No.

Band Chant (25)	Points	Score	Comments
<p><i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i></p>	5	4.0	<ul style="list-style-type: none"> -use voice inflection @ end -punch motions -lock out + finish -wide low vs -HeyaTags signs (isolate, finish @ top)
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	3.9	
<p><i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i></p>	5	3.8	
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.1	<ul style="list-style-type: none"> -mascot flag tall on wood tags -be sharper when flipping signs -utilize 1st qtr mat to engage all crowd
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.1	
Overall Impression (5)	Points	Score	Comments
<p><i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i></p>	5	4.0	<ul style="list-style-type: none"> work on voids & body projection to engage better
Total	Possible	30	23.9

GAME DAY / CROWD LEADING



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Crowd Leading (35)	Points	Score	Comments
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5	passion needs to be up on game
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.3	Stunts need to be up on time
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.3	Watch sharpness and placement
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.5	Watch pace
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.7	Need energy
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	3.3	Everyone needs to yell the words
Total	Possible	40	28.1

GAME DAY / FIGHT SONG



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Judge No.

Fight Song (25)

Game Day Material & Crowd Effectiveness

Ability to engage the crowd

Practical & relevant to the Game Day environment

Points

5

2.8

Motion Technique

Precision, sharpness, placement, & synchronization of motions

5

2.7

Crowd Leading Tools

Proper use of signs, poms, megaphones, rally towels, and/or flags

5

3.4

Sharpness & synchronization

Formations & Spacing

Crowd coverage & precise spacing

5

3.8

Execution of formations & transitions

Effectiveness & Execution of Skills Incorporated

Clean & crowd effective skills relevant to Game Day environment

5

3

Technique, stability, synchronization & spacing

Overall Impression (5)

Points

5

3

Leadership to engage & connect with the crowd

Genuine school spirit & energy; crowd focused

Transitions between Game Day components (minimal & clean)

Score

Comments

Total

Possible

30

18.9

✓

- Energy was low throughout.
- L/T, High V motion placement inconsistent.
- Kicks are not snapped down sharp.
- Ripples are soft. Timing was also not in sync.
- Go big Blue sign walk lacks sharpness.

- Front row ending. March girls are very bouncy.
- Spacing off in opening formation.



Point Deduction Score Sheet

Team Name: East Jessamine

Division: Game Day Small

ST															
PY															
RT/ST															
J															
0 - :15 Seconds															

ST															
PY															
RT/ST															
J															
:15 - :30 Seconds															

ST															
PY															
RT/ST															
J															
:30 - :45 Seconds															

ST															
PY															
RT/ST															
J															
:45 Seconds - 1 Minute															

ST															
PY															
RT/ST															
J															
1:00 Minute - 1:15															

ST															
PY															
RT/ST															
J															
1:15 - 1:30															

ST															
PY															
RT/ST															
J															
1:30 - 1:45															

ST															
PY															
RT/ST															
J															
1:45 - 2:00															

Legend														
ST - Partner Stunt	.25													
BB - Building Bobble	.5													
PY - Pyramid	1.0													
RT/ST - Tumbling														
MBF - Major Building	2.0													
J - Jumps														
Fall														
PF - Pyramid Fall	3.0													

ST															
PY															
RT/ST															
J															
2:00 - 2:15															

ST															
PY															
RT/ST															
J															
2:15 - 2:30															

ST															
PY															
RT/ST															
J															
2:30 - 2:45															

ST															
PY															
RT/ST															
J															
2:45 - 3:00															

Point Deduction Totals														
0.25 x	_____	=	_____											
0.5 x	1	=	.50											
1.0 x	_____	=	_____											
2.0 x	_____	=	_____											
3.0 x	_____	=	_____											
Total	.50													



RULES VIOLATIONS

TEAM NAME East Jessamine

DIVISION Game Day Small

BOUNDARY VIOLATIONS	<hr/> x (0.5)				
GAME DAY FORMAT VIOLATION	<hr/> 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>0:22</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					