

GAME DAY / BAND CHANT



Team Name East Jessamine

Division Game Day Small

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	4.0	-use voice inflection @ end
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	3.9	-punch motions lock off finish
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	3.8	-wide low vs Hey tags signs (isolate finish @ top)
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.1	-mass + flag tall on wood tags - be sharper when flipping
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.1	signs - utilize lots of qm mat to engage all crowd
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	work on voids & body protection to engage better
Total	Possible	30	23.9	

GAME DAY / CROWD LEADING



Team Name East Jessamine

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	<i>passing needs to go up on pass</i> <i>stunts need to be up on time</i> <i>watch sharpness and placement</i> <i>watch pace</i>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.3	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.3	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.5	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.7	
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	<i>Need Energy</i> <i>Everyone needs to yell the words</i>
Total Possible	40	28.1	

GAME DAY / FIGHT SONG



Team Name East Jessamine

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	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 Sharpness & synchronization	5	3.4	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	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	
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 work lacks sharpness.

• Front row ending Motion 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

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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

BB
X

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 = .50
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	.50



RULES VIOLATIONS

TEAM NAME East Jessamine

DIVISION G a m e D a y S m a l l

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>0:22</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		