

GAME DAY / BAND CHANT



Team Name Fleming County

Division Small 6D

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	4.1	- timing of motion that swung around was not together - spacing issues throughout was distracting from crowd led
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.0	- clarify arm placement in claw motion
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.6	- claws out signs need to be quick to extend through
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	4.3	be sure to engage crowd w/ body from
Total	Possible	30	25.6
			Start to finish!

GAME DAY / CROWD LEADING



Team Name Fleming County

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	4	The call was defense (goal line stand) Sign girls need to be sharper watch placement and sharpness of motions needs more energy
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.4	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.4	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.9	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.9	
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	3.4	needs more energy
Total Possible	40	28.0	

GAME DAY / FIGHT SONG



Team Name Fleming County

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	3.2	Flag spin in the back is inconsistent.
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.2	stunt spacing is off.
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	3.9	Low flag height.
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	3.3	
Total	Possible	30	20.3 ✓

High levels are inconsistent and have flexed feet.

• Signs are not sharp.

• High V's are inconsistent with placement.

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• Middle Stunt group was not stable for top girl

Total



RULES VIOLATIONS

TEAM NAME Fleming County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS	<i>after sideline sign tossed into stands</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>0:19</u> Total Time <u>3:02</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		<u>0.5</u>