

GAME DAY / BAND CHANT



Team Name Franklin Simpson

Division Small 6D

Judge No. 1

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	3.9	- lock elbows in punch motions to completely finish
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4.0	- make sure T motions are slightly in front of body so not behind - sharper!
<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	4.1	
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.5	signs when bringing down to chest - use meg to project voice!
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.3	
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	4.1	make sure everyone is yelling & project start to finish
Total	Possible	30	24.9

GAME DAY / CROWD LEADING



Team Name Franklin-Simpson

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	watch motion placement and sharpness
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.5	voices dipped during transitions
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.9	Be sure everyone yells the words
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	3.5	
Total	Possible	40	29.3 ✓

GAME DAY / FIGHT SONG



Team Name Franklin-Simpson

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	4,2	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4,2	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3,9	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	5	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4,8	
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	
Total	Possible	30	26.1 ✓

- Over head CICPS Placement inconsistent,
- half high V Placement inconsistent,
- Chugging Punch Motion Placement inconsistent,
- Sign work lacks sharpness near the end.



Point Deduction Score Sheet

Team Name: Franklin-Simpson

Division: Game Day Small

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

ST PY RTST J

:45 Seconds - 1 Minute

Time	ST	PY	RT/ST	J
1:30	0	0	0	0
1:35	1	1	1	0
1:40	5	5	5	0
1:45	7	7	7	0

ST

PY

RT/ST

J

1:45 - 2:00

10

Time	ST	PY	RTST	J
2:15	10	10	10	0
2:30	10	10	10	10

A graph with a single vertical tick mark at the 2:30 position on the x-axis. The y-axis is labeled with four categories: ST, PY, RTST, and J. The x-axis is labeled with the time 2:30 - 2:45.

ST								
PY								
RTST								
J								

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**



RULES VIOLATIONS

TEAM NAME Franklin-Simpson

DIVISION Game Day Small

BOUNDARY VIOLATIONS	<hr/> x (0.5)		
GAME DAY FORMAT VIOLATION	<hr/> x (1.0)		
PROP VIOLATIONS <i>Center shoulder set in cheer on Poms</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>0:10</u>	Total Time <u>2:48</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 #
_____	<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			0.5