

GAME DAY / BAND CHANT



Team Name Franklin Simpson

Division Small 6D

Judge No. 1

Band Chant (25)		Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment		5	3.9	- lock elbows in punch motions to completely finish
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	4.0	- make sure T motions are slightly in front of body so not behind
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.1	- sharper u/ signs when bringing down to chest
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.5	- use meg to project voice!
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.3	
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	4.1	make sure everyone is yelling & proud 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	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.9	voices dropped during transitions
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.9	Be sure everyone yells the words
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 claps 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

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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

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	_____ = _____
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	<u> </u>



RULES VIOLATIONS

TEAM NAME Franklin-Simpson

DIVISION Game Day Small

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	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 # (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		0.5