

GAME DAY / BAND CHANT



Team Name Green County

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	4.3	- be quicker to stand up from knees hit sign @ top
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	4.2	- glue all punch motions to ear should not lean forward
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.2	- make some half high Vs are not wide
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.5	- Completely lock elbows in high Vs
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.3	- bring the heat flags were too fast to follow
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	4.2	make sure all athletes are saying all words + phrases
Total	Possible	30	25.7 ✓	

GAME DAY / CROWD LEADING



Team Name Green 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	5	<i>legs far apart in pred</i> <hr/> <i>watch high motion</i> <hr/> <i>sign work needs to be sharper</i> <hr/> <i>watch spacing</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	6.6	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.6	
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>everyone needs to yell</i>
Total Possible	40	28.1	

GAME DAY / FIGHT SONG



Team Name Green 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	3.1	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.2	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.5	
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	21.7

- Punch motions are not to the ear
- Point goes in pony step.
- Signs are soft.
- Missed motions in front right

• Flag timing at the end out of sync.
 (21.5) DT



Point Deduction Score Sheet

Team Name: Green County

Division: Game Day Small

ST
PY
RT/ST
J

0 - :15 Seconds														

ST
PY
RT/ST
J

:45 Seconds - 1 Minute														

ST
PY
RT/ST
J

1:30 - 1:45														

ST
PY
RT/ST
J

2:00 - 2:15														

ST
PY
RT/ST
J

2:30 - 2:45														

ST
PY
RT/ST
J

:15 - :30 Seconds														

ST
PY
RT/ST
J

1:00 Minute - 1:15														

ST
PY
RT/ST
J

1:45 - 2:00														

ST
PY
RT/ST
J

2:15 - 2:30														

ST
PY
RT/ST
J

2:45 - 3:00														

ST
PY
RT/ST
J

:30 - :45 Seconds														

ST
PY
RT/ST
J

1:15 - 1:30														

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

Point Deduction Totals

0.25 x _____ = _____

0.5 x _____ = _____

1.0 x _____ = _____

2.0 x _____ = _____

3.0 x _____ = _____

Total



RULES VIOLATIONS

TEAM NAME Green County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS	center base stepped on pom in cheer	<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>0:22</u> Total Time <u>2:51</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"/>	_____
_____	<input type="checkbox"/>	_____
SAFETY DEDUCTIONS: _____		
RULES DEDUCTION TOTAL		0.5