

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 <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i>	5	4.3	- be quicker - stand up - from knee & - h.t sign @ top
Motion Technique <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.2	- glue all punch - motions to ear - should not - lean forward
Crowd Leading Tools <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>	5	4.2	- Make sure - half high Vs - are not wide
Formations & Spacing <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.5	- Completely - lock elbows - in high Vs
Visual Appeal <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5	4.3	- bring the - heat flags - were too fast + - to follow
Overall Impression (5)	Points	Score	Comments
<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>	5	4.2	- make sure - all athletes - are saying all - words + - properly
Total	Possible	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	legs far apart in pred
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.3	watch high motion
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.3	sign work needs to be sharper
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.6	watch spacing
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	everyone needs to yell
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 motion are not to the ear
- Point goes in front 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

:45 Seconds - 1 Minute

ST

PY

RT/ST

J

1:00 Minute - 1:15

Event Type	Time
ST	1:15
PY	1:20
RT/ST	1:25
J	1:30

ST PY RTST J

2:00 - 2:15

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 Green County

DIVISION Game Day Small

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