

GAME DAY / BAND CHANT



Team Name Greenwood

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	4.0	-utilize 1x9 mat to engage crowd from start to finish -make sure punches are not pointed forward - shrug up -half T levels
Motion Technique <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.1	
Crowd Leading Tools <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>	5	4.2	
Formations & Spacing <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.0	are not uniform -keep engaging crowd in transition -project forward not back
Visual Appeal <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5	4.3	
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	4.1	Clean up motion tech to match effective material
Total	Possible	30	24.7 ✓ be quicker & sharper to spell out signs

GAME DAY / CROWD LEADING



Team Name Greenwood

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	Love Chump
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.5	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	Timing off Mr. Local
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.4	Mr Good job keeping voice up
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.4	
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	4.5	Great energy
Total	Possible	40	35.3 ✓

GAME DAY / FIGHT SONG



Team Name Greenwood

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	4.3	
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	4.2	
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	4.5	
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	4.3	
Total	Possible	30	26.6 ✓

• Kick levels are not the same, legs bent in kick.

• pick up timing on CHAMP signs not in sync

• Top girl on right had inconsistent motion placements



Point Deduction Score Sheet

Team Name: Greenwood

Division: Game Day Small

A blank 10-second timer card with labels for ST, PY, RT/ST, and J. The card features a top row of ten vertical tick marks and a bottom row of ten vertical tick marks. A large bracket at the bottom spans the width of the card and is labeled ':45 Seconds - 1 Minute'.

ST									
PY									
RTST									
J									
	1:00	Minute	1:15						

Time	ST	PY	RTST	J
1:15	0	0	0	0
1:16	0	0	0	0
1:17	1	1	1	0
1:18	2	2	2	0
1:19	3	3	3	0
1:20	4	4	4	0
1:21	5	5	5	0
1:22	6	6	6	0
1:23	7	7	7	0
1:24	8	8	8	0
1:25	9	9	9	0
1:26	10	10	10	0
1:27	11	11	11	0
1:28	12	12	12	0
1:29	13	13	13	0
1:30	14	14	14	0

ST

PY

RT/ST

J

1:30 - 1:45

1:45 - 2:00

Time	ST	PY	RT/ST	J
2:15	1	1	1	0
2:20	1	0	0	0
2:25	0	1	1	0
2:30	0	0	0	1

ST								
PY								
RTST								
J								

ST								
PY								
RT/ST								
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 Fall	2.0
	PF - Pyramid Fall	3.0

Point
Deduction
Totals



RULES VIOLATIONS

TEAM NAME Greenwood

DIVISION Game Day Small

BOUNDARY VIOLATIONS	x (0.5)			
GAME DAY FORMAT VIOLATION	x (1.0)			
PROP VIOLATIONS	<input 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>2:51</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"/>	_____	_____	_____
SAFETY DEDUCTIONS: _____				
RULES DEDUCTION TOTAL <u>0</u>				