

GAME DAY / BAND CHANT



Team Name Harrison 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	4.1	-motion timing off between team members
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	-Clean up sign pick up so not distorting
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.2	-sign spacing did not max crowd engagement - spread out
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.3	-give punch motions to ears look elbows
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.3	-flags did not open up hard 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	4.1	make sure everyone is projecting w/ face & body movement
Total	Possible	30	25.1

GAME DAY / CROWD LEADING



Team Name Harrison 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	watch motion placement signs need to be sharper timings off on lead in to stunts Be sure to watch timings on words
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.4	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.4	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.8	
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	3.4	Everything should say words
Total Possible	40	28.94	

GAME DAY / FIGHT SONG



Team Name Harrison 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	3.2	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	2.7	
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	3.2	
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	3.2	
Total	Possible	30	20.7 ✓

• Chugging Punch motions were not sharp.
 • half high V Motion Placement is inconsistent.
 • drop to the knee lacks sharpness at the end.
 • Middle flag anticipating transition.

• bounce motions overall.



Point Deduction Score Sheet

Team Name: Harrison County

Division: Game Day Small

ST
PY
RT/ST
J

0 - :15 Seconds

ST
PY
RT/ST
J

:15 - :30 Seconds

ST
PY
RT/ST
J

:30 - :45 Seconds

ST
PY
RT/ST
J

:45 Seconds - 1 Minute

ST
PY
RT/ST
J

1:00 Minute - 1:15

ST
PY
RT/ST
J

1:15 - 1:30

ST
PY
RT/ST
J

1:30 - 1:45

ST
PY
RT/ST
J

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
	Fall	
	PF - Pyramid Fall	3.0

ST
PY
RT/ST
J

2:00 - 2:15

ST
PY
RT/ST
J

2:15 - 2:30

ST
PY
RT/ST
J

2:30 - 2:45

ST
PY
RT/ST
J

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 Harrison County

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)		
<div style="display: flex; justify-content: space-between; padding: 5px;"><div>Entry Time <u>0:27</u></div><div>Total Time <u>2:56</u></div><div>Music Time _____</div></div> <div style="display: flex; justify-content: space-between; padding: 5px;"><div>Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)</div><div>Routine OT: _____ x (1.0) _____ x (2.0)</div></div>				
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				