

GAME DAY / BAND CHANT



Team Name Harrison County

Division Small GD

Judge No. 1

Band Chant (25)	Points	Score	Comments
<p><i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i></p>	5	4.1	- motion timing off between team members - Clean up sign pick up so not distorting - signs spacing not max crowd engagement - spread out
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4.1	
<p><i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i></p>	5	4.2	
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.3	- give punch motions to ears, neck, elbows - flags did not open up hard + follow
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.3	
Overall Impression (5)	Points	Score	Comments
<p><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></p>	5	4.1	- make sure everyone is projecting w/ - face + body movement
Total	Possible	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
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.4	timings off on lead in to stunts
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	Be sure to watch timing on words
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	Every word 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.

bouncy motions overall.



Point Deduction Score Sheet

Team Name: Harrison County

Division: Game Day Small

ST

PY

RT/ST

J

:30 - :45 Seconds

:45 Seconds - 1 Minute

ST								
PY								
RT/ST								
J								

ST							
PY							
RT/ST							
J							

Time (min)	ST	PY	RT/ST	J
0	0	0	0	0
15	10	10	10	10
30	20	20	20	20

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 Harrison County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	<hr/> x (0.5)				
GAME DAY FORMAT VIOLATION	<hr/> 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>0:27</u>	Total Time	<u>2:54</u>	Music Time	<hr/>
Entry OT:	<input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT:	<hr/> x (1.0)	<hr/> x (2.0)	