

GAME DAY / BAND CHANT



Team Name Hart County

Division Small 6D

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	4.3	<ul style="list-style-type: none"> -make sure signs are not too slanted forward but are against arms
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4.1	<ul style="list-style-type: none"> -finish high V motions & pause before moving to next motion
<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	<ul style="list-style-type: none"> -make sure flags stall @ top so crowd can follow
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.5	<ul style="list-style-type: none"> -keep heart letters straight so crowd can follow
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.4	
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	4.3	<ul style="list-style-type: none"> -make sure everyone is using voice projection to encourage crowd
Total	Possible	30	25.8

GAME DAY / CROWD LEADING



Team Name Hart 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	spacing off on right
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	watch motion placement
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7	Voice Sustain upped in transition
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.0	
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	need energy
Total	Possible	40	lacked confidence

GAME DAY / FIGHT SONG



Team Name Hart 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	3.5	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9	
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	3.8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	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	
Total	Possible	30	22.8 ✓

• L Motion Placement wise.

• T Flag was off sync.

• Flag spacing is off.

• Stent spacing is off.

• Top girl is not squeezing in the center liberty.



Point Deduction Score Sheet

Team Name: Hart County

Division: Game Day Small

ST

PY

RTST

J

0 - :15 Seconds

ST

PY

RT/ST

J

:30 - :45 Seconds

ST

PY

RTST

J

1:00 Minute - 1:15

Time	ST	PY	RT/ST	J
1:45	0	0	0	0
1:48	1	1	1	1
1:50	2	2	2	2
1:52	3	3	3	3
1:54	4	4	4	4
1:56	3	3	3	5
1:58	2	2	2	6
2:00	1	1	1	5

ST PY RT ST J

2:00 - 2:15

Time	ST	PY	RT/ST	J
2:15	Present	Present	Present	Not Present
2:30	Present	Present	Present	Present

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	2.0
	Fall	
	PF - Pyramid Fall	3.0

Point Deduction Totals



RULES VIOLATIONS

TEAM NAME Hart County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	_____ x (0.5)			
GAME DAY FORMAT VIOLATION	_____ x (1.0)			
PROP VIOLATIONS <i>bases stepped on from white start</i> <i>*WARNING for Naturals: teams cannot take unused props to the floor</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>0:20</u>	Total Time <u>2:55</u>	Music Time _____		
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: _____	<input type="checkbox"/> x (1.0)	_____	<input type="checkbox"/> x (2.0)
RULE INFRACTION		WARNING	CATEGORY	PAGE #
_____		<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