

GAME DAY / BAND CHANT



Team Name Hart County

Division Small 60

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	-make sure signs are not slanted forward but are against look at -finish high V motions at Pause before making to next motion -make sure
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	4.5	flags shall @ top so crowd can follow
Visual Appeal <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5	4.4	-keep heart letters straight so crowd can follow
Overall Impression (5)	Points	Score	Comments
Leadership to engage & connect with the crowd <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i>	5	4.3	make sure everyone is using voice proportion to
Total	Possible	30	25.8 ✓ encourage crowd

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 watch motion placement voices dipped in transition
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	7	
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	29.2	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 wide.

'T Flag was off sync.

Flag Spacing is off.

Stunt 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
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

BB
+

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
	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 = .50
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	.50



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 Penn while start</i> <input checked="" type="checkbox"/> (0.5)	
<i>*WARNING for Nationals: teams cannot take unused props to the floor</i>		
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: _____ 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		0.5