

GAME DAY / BAND CHANT



Team Name Henderson County

Division Small County

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	4.2	flag movement during "lets go" call back is distracting from crowd
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4.3	extend letter signs quicker to make signs sharper
<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	4.4	lock elbows to complete motions towards end
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.5	flags did not open completely
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.7	
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	4.2	clean up crowd leading tools use to
Total	Possible	26.3	max crowd involvement/engagement

GAME DAY / CROWD LEADING



Team Name Henderson 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	4	Call warren offense
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	need to be sharper with signs
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.5	Watching on HC HC
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.1	Be sure to sharpen all motions
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	3.5	watch spacing
Total	Possible	40	28.4

GAME DAY / FIGHT SONG



Team Name Henderson County

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Judge No.

Fight Song (25)

Game Day Material & Crowd Effectiveness

Ability to engage the crowd

Practical & relevant to the Game Day environment

Points

Score

Comments

5

4

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

5

3.9

Sharpness & synchronization

Formations & Spacing

Crowd coverage & precise spacing

5

3.8

Execution of formations & transitions

Effectiveness & Execution of Skills Incorporated

Clean & crowd effective skills relevant to Game Day environment

5

3.8

Technique, stability, synchronization & spacing

Overall Impression (5)

Leadership to engage & connect with the crowd

Genuine school spirit & energy; crowd focused

Transitions between Game Day components (minimal & clean)

Points

Score

Comments

5

3.8

Total

Possible

30

27

Bent arms in punches,
Spacing off left side,
lacked energy throughout
Flag Spacing inconsistent.

Top girl on left had feet bent in extension.
Soft Motion in Ripples

23.2 DT



Point Deduction Score Sheet

Team Name: Henderson County

Division: Game Day Small

ST

ST								
PY								
RT/ST								
J								

Time	ST	PY	RT/ST	J
1:30	1	1	1	0
1:31	1	1	1	0
1:32	1	1	1	0
1:33	1	1	1	1
1:34	1	1	1	2
1:35	1	1	1	3
1:36	1	1	1	4
1:37	1	1	1	5
1:38	1	1	1	6
1:39	1	1	1	7
1:40	1	1	1	8
1:41	1	1	1	9
1:42	1	1	1	10
1:43	1	1	1	11
1:44	1	1	1	12
1:45	1	1	1	13

ST

PY

RT/ST

J

1:45 - 2:00

ST

PY

RTST

J

2:00 - 2:15

Time	ST	PY	RT/ST	J
2:30	1	1	1	1
2:45	5	5	5	5

ST PY RT/ST J

2:45 3:00

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

Point
Deduction
Totals

$$0.25 \times \underline{\quad} = \underline{\quad}$$

$$0.5 \times = \underline{\hspace{2cm}}$$

$$1.9 \times =$$

$$2.0 \times =$$

$$3.0 \times =$$

Total

Q



RULES VIOLATIONS

TEAM NAME Henderson County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	<hr/> <input type="checkbox"/> x (0.5)
GAME DAY FORMAT VIOLATION	<hr/> <input type="checkbox"/> x (1.0)
PROP VIOLATIONS	<i>left side base stepped on pom at end of cheer</i> <input checked="" type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR	<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	<input type="checkbox"/> (1.0)