

GAME DAY / BAND CHANT



Team Name Knox Central

Division Small GD

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	4.7	good energy to engage Crowd taking floor - utilize lot & gm mat to start when possible
Motion Technique <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.5	- lock out elbows in push motions
Crowd Leading Tools <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>	5	4.6	for better motion timing & tech
Formations & Spacing <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.5	- unify how to go from pure to Clap N flag not visib time
Visual Appeal <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5	4.8	
Overall Impression (5)	Points	Score	Comments
<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>	5	4.8	Creative movement, well executed lot's of eng
Total	Possible	21.9	✓

GAME DAY / CROWD LEADING



Team Name Knox Central

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	voices dipped in transition to cheer
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.5	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	watch spacing
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.4	Nice signwork
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.5	
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	4.6	Great Energy
Total	Possible	40	35.5

GAME DAY / FIGHT SONG



Team Name Knox Central

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	4.3	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.4	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.3	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	5	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.6	
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	4.3	
Total	Possible	30	26.9 ✓

• High timing slightly out of sync.

• Missed Motion center front right.

• Flags are not intentional when setting props down.

• Technique is inconsistent in punches and half high vs.



Point Deduction Score Sheet

Team Name: Knox Central

Division: Game Day Small

ST								
PY								
RT/ST								
J								

ST								
PY								
RT/ST								
J								

ST

PY

RT/ST

J

1:00 Minute - 1:15

Time	ST	PY	RT/ST	J
2:00	10	10	10	0
2:05	0	0	0	2
2:10	0	0	0	5
2:15	0	0	0	8

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 Knox Central

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)			
Entry Time <u>0:18</u>	Total Time <u>3:01</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	<u>0</u>			