

GAME DAY / BAND CHANT



Team Name Lawrence County

Division 6D Small

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	<ul style="list-style-type: none"> - work on uniformity of half high V & high V motions - be sharper w/ body/movement when turning - Dogs signs - finish @ top (still) on letter - flag timing
Motion Technique <i>Precision, sharpness, placement, & synchronization of motions</i>	5	4.3	
Crowd Leading Tools <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i>	5	4.1	
Formations & Spacing <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i>	5	4.5	<ul style="list-style-type: none"> staged strong but faded w/ individual spell out
Visual Appeal <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i>	5	4.6	<ul style="list-style-type: none"> good use of full floor color visuals easy to follow
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	4.5	<ul style="list-style-type: none"> use voice projection & energy to connect w/ crowd
Total	Possible	30	26.3

GAME DAY / CROWD LEADING



Team Name Lawrence 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	Started w/ touchdown and changed to defense
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	watch Pacific throughout
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	all girls need to yell the words
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	Lack of confidence in spirit
Total	Possible	40	29.71

GAME DAY / FIGHT SONG



Team Name Lawrence 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	4.2	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	5.6	
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	
Total	Possible	30	26.1 ✓

" Toes need pointed in kicks.

- Bulldog Sign at the ending wasn't easy to view.
- Chugging Punch Motion had inconsistent placement.



Point Deduction Score Sheet

Team Name: Lawrence 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														

ST														
PY														
RT/ST														
J														
1:30 - 1:45														

ST														
PY														
RT/ST														
J														
1:45 - 2:00														

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														

Legend	
ST - Partner Stunt	.25
BB - Building Bobble	.5
PY - Pyramid	1.0
RT/ST - Tumbling	2.0
J - Jumps	Fall
AF - Athlete Fall	2.0
PF - Pyramid Fall	3.0

Point Deduction Totals	
0.25 x	= _____
0.5 x	= _____
1.0 x	= _____
2.0 x	= _____
3.0 x	= _____
Total _____	



RULES VIOLATIONS

TEAM NAME Lawrence County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	x (0.5)	
GAME DAY FORMAT VIOLATION	x (1.0)	
PROP VIOLATIONS <i>Teams cannot bring unused props to the floor (Megaphone not used during routine.)</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>0:10</u>	Total Time <u>2:47</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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS:	_____			
RULES DEDUCTION TOTAL	<u>0.5</u>			