

# GAME DAY / BAND CHANT



Team Name Mercer County

Division Game Day Small

Judge No. 1

## Band Chant (25)

	Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	4.2	-use voice inflection & call backs
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	-lock elbows & shrug in pulse -sharpen high V motions
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	-work on 60 flag timing by striking @ word
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.5	-make sure Titan signs are not tilted forward or back -full use of floor
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.4	
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	4.2	work on voices & body language to get crowd engaged
Total	Possible	30	25.4 ✓

# GAME DAY / CROWD LEADING



Team Name Mercer 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	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6	Watch motion Sharpness
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	Stronger sign blocked faces
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.1	Keep voices throughout
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7	Stronger legs apart start on right
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	Need more energy
Total	Possible	40	29.8 ✓

# GAME DAY / FIGHT SONG



Team Name Mercer 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	3.0	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	2.9	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.8	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3.5	
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	3.5	
Total	Possible	30	20.7 ✓

- High V Placement was inconsistent.
- Lost energy near the ending.
- "Let's Go Flags" at the start out of sync.
- Sign Work is not sharp throughout fight song.
- Signs walking to the front at the ending had low energy and lack sharpness.
- All motions were bouncy. No defined stopping point.



# Point Deduction Score Sheet

**Team Name:** Mercer County

## Division: Game Day Small

Time (Seconds)	ST	PY	RTST	J
0.0	10	10	0	0
1.5	0	0	10	0
3.5	0	0	0	10

ST							
PY							
RT/ST							
J							

:30 - :45 Seconds

A blank 15-second timer card with a 1-minute extension. The card features a large rectangular area for notes, with vertical tick marks along the top and bottom edges. At the bottom, a curved section contains the text ':45 Seconds - 1 Minute'.

ST      PY      RT/ST      J

ST							
PY							
RT/ST							
J							

ST								
PY								
RT/ST								
J								

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 Mercer County

## DIVISION Game Day Small

BOUNDARY VIOLATIONS	<input type="text"/> x (0.5)			
GAME DAY FORMAT VIOLATION	<input type="text"/> 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>0:20</u>	Total Time <u>2:42</u>	Music Time <input type="text"/>		
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: <input type="text"/> x (1.0) <input type="text"/> x (2.0)			
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAFETY DEDUCTIONS: <input type="text"/>				
RULES DEDUCTION TOTAL 				