

# 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 on call backs
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	4.1	-lock elbow set 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 GO flag timing by telling crowd
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.5	-make sure transition signs are not tilted forward or back
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.4	-full use of floor
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 keep 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	Watch motion sharpness stronger sign blocked faces Keep voices throughout strong legs apart on right
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	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.1	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7	
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.

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# Point Deduction Score Sheet

Team Name: Mercer County

Division: Game Day Small

ST  
PY  
RT/ST  
J

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0 - :15 Seconds

ST  
PY  
RT/ST  
J

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:15 - :30 Seconds

ST  
PY  
RT/ST  
J

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:30 - :45 Seconds

ST  
PY  
RT/ST  
J

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:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
J

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1:00 Minute - 1:15

ST  
PY  
RT/ST  
J

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1:15 - 1:30

ST  
PY  
RT/ST  
J

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1:30 - 1:45

ST  
PY  
RT/ST  
J

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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

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2:00 - 2:15

ST  
PY  
RT/ST  
J

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2:15 - 2:30

ST  
PY  
RT/ST  
J

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2:30 - 2:45

ST  
PY  
RT/ST  
J

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2:45 - 3:00

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





# RULES VIOLATIONS

TEAM NAME Mercer County

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>0:20</u> Total Time <u>2:42</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		