

# GAME DAY / BAND CHANT



Team Name Montgomery County

Division Small 6D

Judge No. 1

Band Chant (25)		Points	Score	Comments
<b>Game Day Material &amp; Crowd Effectiveness</b> Ability to engage the crowd Practical & relevant to the Game Day environment		5	4.3	-cheerleaders w/ poms in front did not spread out to maximize crowd coverage
<b>Motion Technique</b> Precision, sharpness, placement, & synchronization of motions		5	4.2	-T levels high
<b>Crowd Leading Tools</b> Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.3	-make sure touchdown motions are locked out
<b>Formations &amp; Spacing</b> Crowd coverage & precise spacing Execution of formations & transitions		5	4.3	* Shuffling upward (not forward) -flags did not open to allow crowd to follow
<b>Visual Appeal</b> Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.6	-sharper to clap motion
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	4.4	spread out & engage w/ body & vocals!
<b>Total</b>	<b>Possible</b>	<b>30</b>	<b>26.1</b> ✓	



# GAME DAY / CROWD LEADING



Team Name Montgomery 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	slow transition to cheer slight timeout shoulder shrug watch motion placement spacing off own stunt
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	3.5	
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	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing		10	7.1	
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	3.6	Low energy
Total	Possible	40	29.8	



# GAME DAY / FIGHT SONG



Team Name Montgomery 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	4.0	
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	3.9	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	5.0	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	4.5	
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	4.0	
Total	Possible	30	25.7 ✓

- Prep timing out of sync.
- Punch motion had bent arms.
- "I" flag was lacking behind.
- TAIBE signs lack crowd effectiveness when shaking for several counts.





# Point Deduction Score Sheet

**Team Name:** Montgomery 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  
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:30 - :45 Seconds

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RT/ST  
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:45 Seconds - 1 Minute

ST  
PY  
RT/ST  
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1:00 Minute - 1:15

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RT/ST  
J

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1:15 - 1:30

ST  
PY  
RT/ST  
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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

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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	<u>                    </u>





# RULES VIOLATIONS

TEAM NAME Montgomery County

DIVISION G a m e D a y S m a l l

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>2:53</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	<table style="width: 100%; border-collapse: collapse;"><thead><tr><th style="width: 15%;">WARNING</th><th style="width: 20%;">CATEGORY</th><th style="width: 15%;">PAGE #</th><th style="width: 50%;">(1.0 or 3.0)</th></tr></thead><tbody><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td style="text-align: center;"><input type="checkbox"/></td><td>_____</td><td>_____</td><td>_____</td></tr></tbody></table>	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"/>	_____	_____	_____
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SAFETY DEDUCTIONS: _____																																	
<b>RULES DEDUCTION TOTAL</b> <u>0</u>																																	