

GAME DAY / BAND CHANT



Team Name Montgomery, Conty

Division Small 6D

Judge No. 1

Band Chant (25)	Points	Score	Comments
<p><i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i></p>	5	4.3	<ul style="list-style-type: none"> -Cheerleaders w/ poms in front did not spread out to maximize crowd coverage -T levels high -make sure touchdown motions are locked out
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4.2	
<p><i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i></p>	5	4.3	
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.3	<ul style="list-style-type: none"> + Shuffling upward (not forward) -flags did not open to allow crowd to follow -sharper to open formation
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.6	
Overall Impression (5)	Points	Score	Comments
<p><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></p>	5	4.4	<ul style="list-style-type: none"> Spread out + engage w/ body & vocals!
Total	Possible	30	26.1 ✓

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
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	Slight flinching Shaky start
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	Watch motion placement
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7	Spacing off from crowd
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)

Game Day Material & Crowd Effectiveness

Ability to engage the crowd

Practical & relevant to the Game Day environment

Points

Score

Comments

5

4.0

5

4.3

5

3.9

5

5.0

5

4.5

Formations & Spacing

Crowd coverage & precise spacing

Execution of formations & transitions

Effectiveness & Execution of Skills Incorporated

Clean & crowd effective skills relevant to Game Day environment

Technique, stability, synchronization & spacing

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} flag was lacking behind.
- TRIBE signs lack crowd effectiveness when shaking for several counts.



Point Deduction Score Sheet

Team Name: Montgomery County

Division: Game Day Small

A graph showing a single vertical line at the 0-second mark on a 15-second scale. The scale is labeled "0 - :15 Seconds" at the bottom. The y-axis has labels "ST", "PY", "RTST", and "J" from top to bottom.

A graph with a single vertical tick mark at the 1:30 position. The y-axis is labeled with four categories: ST, PY, RT/ST, and J. The x-axis is labeled with time intervals: 1:30 - 1:45.

ST

PY

RT/ST

J

1:45 - 2:00

Time	ST	PY	RT/ST	J
2:00	1	1	0	1
2:15	1	1	0	0

Time	ST	PY	RT/ST	J
2:15	10	10	10	10
2:16	9	9	9	9
2:17	8	8	8	8
2:18	7	7	7	7
2:19	6	6	6	6
2:20	5	5	5	5
2:21	4	4	4	4
2:22	3	3	3	3
2:23	2	2	2	2
2:24	1	1	1	1
2:25	0	0	0	0
2:26	0	0	0	0

Time	ST	PY	RT/ST	J
2:30	0	0	0	0
2:35	1	1	1	0
2:40	5	5	5	0
2:45	8	8	8	0

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

$0.25 \times \underline{\quad} = \underline{\quad}$

$$0.5 \times =$$

$$10 \times =$$

$$2.0 \times 10^{-3}$$

6.6  

Total

φ



RULES VIOLATIONS

TEAM NAME Montgomery 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>2:53</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		WARNING	CATEGORY	PAGE #
_____		<input type="checkbox"/>	_____	_____
_____		<input type="checkbox"/>	_____	_____
_____		<input type="checkbox"/>	_____	_____
_____		<input type="checkbox"/>	_____	_____
_____		<input type="checkbox"/>	_____	_____
_____		<input type="checkbox"/>	_____	_____
SAFETY DEDUCTIONS: _____				
RULES DEDUCTION TOTAL				Ø