

GAME DAY / BAND CHANT



Team Name Ohio County

Division Small gameday

Judge No.

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	4.2	<ul style="list-style-type: none"> - rotate wrists in half high V motions - wrists acit toward
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4.0	<ul style="list-style-type: none"> - Use full floor from start to finish
<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	3.9	<ul style="list-style-type: none"> - Ohio Signs - hit @ top & stop
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.4	<ul style="list-style-type: none"> - glue punch motions by year
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.5	<ul style="list-style-type: none"> - Ohio Signs - timing needs work - Sharpen Clips
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	4.2	<ul style="list-style-type: none"> - work on performing & projecting to better engage crowd
Total	Possible	30	25.2 ✓

GAME DAY / CROWD LEADING



Team Name Ohio 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	3.4	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.4	watch motion placement and sharpness
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.7	signs to be sharper
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.9	needs to be sharper
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	3.4	Be sure to look like having fun.
Total	Possible	40	28.9 ✓

GAME DAY / FIGHT SONG



Team Name Ohio 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	3.9	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.1	
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	
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	4.0	
Total	Possible	30	25.6 ✓

- Punch Motions were NOT by the ears.
- T levels were inconsistent throughout.
- Timing on T Motion to front Clap out of Sync.



Point Deduction Score Sheet

Team Name: Ohio County

Division: Game Day Small

Event Type	Number of Tick Marks
ST	8
PY	7
RT/ST	6
J	8

1:00 Minute - 1:15

ST								
PY								
RT/ST								
J								

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

ST								
PY								
RTST								
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

$$0.25 \times =$$

$$0.5 \times =$$

10 \times \equiv

3.0 \times \equiv

3.0 \times 10^{-1}

Total

q



RULES VIOLATIONS

TEAM NAME Ohio 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>0:10</u>	Total Time <u>2:48</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"/>	_____	_____	_____
SAFETY DEDUCTIONS: _____					
RULES DEDUCTION TOTAL <u>0</u>					