

GAME DAY / BAND CHANT



Team Name Raceland

Division Small gameday

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	4.4	-lock out elbows completely in punch motions
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	4	-make sure Rams flags still @ top for better timing
<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	-motion from hip to hip/shoulder stop @ each hip
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.5	-good use of floor & visual
<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	4.5	work on motion timing & voice projection to better engage
Total	Possible	30	26.3 ✓

GAME DAY / CROWD LEADING



Team Name Raceland

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	<i>Sharpen signwork</i>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	<i>Small timing issue on Ram signs</i>
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.5	<i>Slow transition to spell out cheer</i>
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.0	<i>Slight spacing issue</i>
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	3.5	<i>Keep voices consistent</i>
Total	Possible	40	29.6
			<i>Everyone say words</i>

GAME DAY / FIGHT SONG



Team Name Raceland

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	3.9	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.7	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.9	
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	3.8	
Total	Possible	30	24.9 ✓

- S flag slow throughout
 - RHS shoulder sit signs need to be sharper
 - Thick timing off
 - side turn to cardo stick not consistent.



Point Deduction Score Sheet

Team Name: Raceland

Division: Game Day Small

ST														
PY														
RT/ST														
J														
0 - :15 Seconds														

ST														
PY														
RT/ST														
J														
:15 - :30 Seconds														

ST														
PY														
RT/ST														
J														
:30 - :45 Seconds														

ST														
PY														
RT/ST														
J														
:45 Seconds - 1 Minute														

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

ST														
PY														
RT/ST														
J														
1:15 - 1:30														

ST														
PY														
RT/ST														
J														
1:30 - 1:45														

ST														
PY														
RT/ST														
J														
1:45 - 2:00														

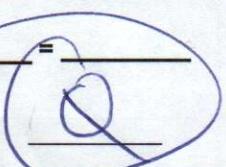
ST														
PY														
RT/ST														
J														
2:00 - 2:15														

ST														
PY														
RT/ST														
J														
2:15 - 2:30														

ST														
PY														
RT/ST														
J														
2:30 - 2:45														

ST														
PY														
RT/ST														
J														
2:45 - 3:00														

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

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



RULES VIOLATIONS

TEAM NAME Raceland

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>0:23</u>	Total Time <u>2:55</u>
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"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
SAFETY DEDUCTIONS:	_____			
RULES DEDUCTION TOTAL	<u>0</u>			