

GAME DAY / BAND CHANT



Team Name Raceland

Division small gameday

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	4.4	-look at elbows completely in punch motions
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	4	-make sure Rams flags still @ top for better timing
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.3	-motion from hip to hip/chest stop @ each hip
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.5	-good use of floor & visuals
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		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	4.5	work on motion timing & voice projects 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	Sharpen sign work
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	Small timing issue on RAM signs
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.5	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.0	Slow transition to spell out cheer
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.1	Slight spacing issue
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	Keep voices consistent
Total Possible	40	29.6	Everyone say words

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
 - Truck timing off
 - side turn to cardio 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

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

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

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> 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				