

# GAME DAY / BAND CHANT



Team Name Russell

Division small gameday

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	4.0	- half T & T motions are high
<b>Motion Technique</b> Precision, sharpness, placement, & synchronization of motions		5	3.8	- work on RITS flag timing
<b>Crowd Leading Tools</b> Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	4.0	- make T & U motions sharper - turn out
<b>Formations &amp; Spacing</b> Crowd coverage & precise spacing Execution of formations & transitions		5	4.5	wrists in half high V motions
<b>Visual Appeal</b> Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.3	- use call backs throughout to engage
Overall Impression (5)		Points	Score	Comments
<b>Leadership to engage &amp; connect with the crowd</b> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)		5	4.1	- make sure all athletes are saying words & body movement
<b>Total</b>	<b>Possible</b>	<b>30</b>	<b>24.7</b>	to better engage



# GAME DAY / CROWD LEADING



Team Name Russell

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	4	the call was defense watch motion placement watch spacing on stunts and throughout Look like having fun
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	3.5	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.9	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7	
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	watch sign work
Total	Possible	40	28.3 ✓



# GAME DAY / FIGHT SONG



Team Name Russell

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	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	2.9	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.8	
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3	
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	
<b>Total</b>	<b>Possible</b>	<b>30</b>	<b>20.3</b> ✓

- Toes are flexed in kicks.
- over head clap Placement inconsistent
- All Motions are very basic.
- Signs lack sharpness overall.

- End flag timing out of sync.
- Chugging Punch Motion Placement inconsistent.
- Body Placement and motions in half turn are inconsistent.





# Point Deduction Score Sheet

**Team Name:** Russell

**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	<u>                    </u>





# RULES VIOLATIONS

TEAM NAME Russell

DIVISION Game Day Small

BOUNDARY VIOLATIONS	_____	x (0.5)
GAME DAY FORMAT VIOLATION	_____	x (1.0)
PROP VIOLATIONS	<i>Teams can not bring unused props to the floor. (Center megaphone not used)</i> <input checked="" type="checkbox"/> (0.5)	
UNSPORTSMANLIKE BEHAVIOR		<input type="checkbox"/> (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS		<input type="checkbox"/> (1.0)
Entry Time <u>0:22</u> Total Time <u>2:54</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		<u>0.5</u>