

# GAME DAY / BAND CHANT



Team Name Russell

Division Small gameday

Judge No. 1

| Band Chant (25)  | Points   | Score | Comments   |
|--|----------|-------|--|
| <p><b>Game Day Material &amp; Crowd Effectiveness</b><br/> <i>Ability to engage the crowd<br/> Practical &amp; relevant to the Game Day environment</i></p>                                      | 5        | 4.0   | - half T<br>AT motions<br>are high                                 |
| <p><b>Motion Technique</b><br/> <i>Precision, sharpness, placement, &amp; synchronization of motions</i></p>   | 5        | 3.8   | - work on<br>RTS flag<br>timing                                    |
| <p><b>Crowd Leading Tools</b><br/> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags<br/> Sharpness &amp; synchronization</i></p>   | 5        | 4.0   | - make T<br>U motions<br>sharper<br>- turn out                     |
| <p><b>Formations &amp; Spacing</b><br/> <i>Crowd coverage &amp; precise spacing<br/> Execution of formations &amp; transitions</i></p>   | 5        | 4.5   | Wrist in<br>half high<br>V motions                                 |
| <p><b>Visual Appeal</b><br/> <i>Creative movements and musicality<br/> Use of level changes, ripples, &amp; other techniques</i></p>   | 5        | 4.3   | - use call backs<br>throughout<br>engage                           |
| Overall Impression (5)   | Points   | Score | Comments   |
| <p><b>Leadership to engage &amp; connect with the crowd</b><br/> <i>Genuine school spirit &amp; energy; crowd focused<br/> Transitions between Game Day components (minimal &amp; clean)</i></p> | 5        | 4.1   | - make sure<br>all athletes<br>are saying words<br>& body movement |
| Total  | Possible | 30    | 24.7 ✓<br>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<br>Proper response to the sideline cue  | 5        | 4     | <i>The call was defense</i>        |
| Motion Technique<br>Precision, sharpness, placement, & synchronization of motions  | 5        | 3.5   | <i>watch motion placement</i>      |
| Crowd Leading Tools<br>Proper use of signs, poms, megaphones, rally towels, and/or flags<br>Sharpness & synchronization  | 5        | 3.5   | <i>watch spacing and on stunts</i> |
| Crowd Effectiveness<br>Voice, pace, flow, maximum crowd coverage<br>Ability to elicit crowd response   | 10       | 6.9   | <i>and throughout</i>              |
| Effectiveness & Execution of Skills Incorporated<br>Clean & crowd effective skills relevant to Game Day environment<br>Technique, stability, synchronization & spacing | 10       | 7     | <i>Look like having fun</i>        |
| Overall Impression (5)   | Points   | Score | Comments                           |
| Leadership to engage & connect with the crowd<br>Genuine school spirit & energy, crowd focused<br>Transitions between Game Day components (minimal & clean)            | 5        | 3.4   | <i>watch sign work</i>             |
| 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<br>Ability to engage the crowd<br>Practical & relevant to the Game Day environment   | 5        | 3     |          |
| Motion Technique<br>Precision, sharpness, placement, & synchronization of motions  | 5        | 2.9   |          |
| Crowd Leading Tools<br>Proper use of signs, poms, megaphones, rally towels, and/or flags<br>Sharpness & synchronization  | 5        | 3.6   |          |
| Formations & Spacing<br>Crowd coverage & precise spacing<br>Execution of formations & transitions  | 5        | 4.8   |          |
| Effectiveness & Execution of Skills Incorporated<br>Clean & crowd effective skills relevant to Game Day environment<br>Technique, stability, synchronization & spacing | 5        | 3     |          |
| Overall Impression (5)   | Points   | Score | Comments |
| Leadership to engage & connect with the crowd<br>Genuine school spirit & energy; crowd focused<br>Transitions between Game Day components (minimal & clean)            | 5        | 3     |          |
| Total  | Possible | 30    | 20.3 ✓   |

- Toes are flexed in kicks.
- Over head Clap Placement inconsistent
- All Motions are very bouncy.
- Signs lack Sharpness overall.

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



# Point Deduction Score Sheet

**Team Name:** Russell

## Division: Game Day Small

0 - :15 Seconds

ST   PY   RTST   J

:15 - :30 Seconds

|      |      |        |      |  |  |  |  |
|------|------|--------|------|--|--|--|--|
| ST   |      |        |      |  |  |  |  |
| PY   |      |        |      |  |  |  |  |
| RTST |      |        |      |  |  |  |  |
| J    |      |        |      |  |  |  |  |
|      | 1:00 | Minute | 1:15 |  |  |  |  |

|      |  |  |  |  |  |  |  |
|------|--|--|--|--|--|--|--|
| ST   |  |  |  |  |  |  |  |
| PY   |  |  |  |  |  |  |  |
| RTST |  |  |  |  |  |  |  |
| J    |  |  |  |  |  |  |  |
|      |  |  |  |  |  |  |  |

| Time | ST | PY | RT/ST | J |
|------|----|----|-------|---|
| 2:00 | 1  | 1  | 1     | 0 |
| 2:05 | 0  | 0  | 0     | 1 |
| 2:10 | 0  | 1  | 1     | 0 |
| 2:15 | 0  | 0  | 1     | 1 |

| Time | ST | PY | RT/ST | J |
|------|----|----|-------|---|
| 2:15 | 0  | 0  | 0     | 0 |
| 2:16 | 1  | 1  | 1     | 1 |
| 2:17 | 2  | 2  | 2     | 2 |
| 2:18 | 3  | 3  | 3     | 3 |
| 2:19 | 2  | 2  | 2     | 4 |
| 2:20 | 1  | 1  | 1     | 3 |
| 2:21 | 0  | 0  | 0     | 2 |
| 2:22 | 0  | 0  | 0     | 1 |
| 2:23 | 0  | 0  | 0     | 0 |

|       |  |  |  |  |  |  |  |  |
|-------|--|--|--|--|--|--|--|--|
| ST    |  |  |  |  |  |  |  |  |
| PY    |  |  |  |  |  |  |  |  |
| RT/ST |  |  |  |  |  |  |  |  |
| J     |  |  |  |  |  |  |  |  |

## Legend

Point  
Deduction  
Totals

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

$0.5 \times \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$

$$1.0 \times =$$

$$2.0 \times =$$

30 x =

**Total**

Q



# RULES VIOLATIONS

TEAM NAME Russell

DIVISION Game Day Small

|  |   |                  |
|--|---|------------------|
| BOUNDARY VIOLATIONS  | x (0.5)                                   |                  |
| GAME DAY FORMAT VIOLATION  | x (1.0)                                   |                  |
| PROP VIOLATIONS<br><i>Teams cannot bring unused props to the floor<br/>(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"/> | _____    | _____  | _____        |
| _____                 | <input type="checkbox"/> | _____    | _____  | _____        |
| _____                 | <input type="checkbox"/> | _____    | _____  | _____        |
| SAFETY DEDUCTIONS:    | _____                    |          |        |              |
| RULES DEDUCTION TOTAL | 0.5                      |          |        |              |