

GAME DAY / BAND CHANT



Team Name Simon Kenton

Division Small GD

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	3.8	- spread out throughout to cover more of crowd
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	- lock elbows in punch motions & touchdown motions
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	- sharper to S motion
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.7	- use spell out signs throughout band chant, to max crowd engagement
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	- flag timing in waving up
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	make sure every athlete is yelling & participating
Total	Possible	30	23.8 ✓

GAME DAY / CROWD LEADING



Team Name Simon Kenton

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	Be sure timing in Simon Kenton signs are together
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	
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.9	S-K-H-S motions need work Be sure to sharpen sign work voices dropped in transition
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	6.9	
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	need energy
Total Possible	40	29.0 ✓	

GAME DAY / FIGHT SONG



Team Name Simon Kenton

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	3.8	
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	3.9	
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	4.1	
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	3.8	
Total	Possible	30	24.7

- 1st half T Placement inconsistent.
- overhead clap Placement levels are inconsistent.
- Top girl on left had motion timing issues on hip motion.
- Energy latched throughout fight song.

(24.7) DT



Point Deduction Score Sheet

Team Name: Simon Kenton

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 Simon Kenton

DIVISION Game Day Small

BOUNDARY VIOLATIONS					x (0.5)
GAME DAY FORMAT VIOLATION	<i>*inversion stunt not allowed in game day (partner cartwheel)</i>				1 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>0:20</u> Total Time <u>2:51</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					1.0