

# GAME DAY / BAND CHANT



Team Name Simon Kenton

Division Small GD

Judge No. 1

Band Chant (25)	Points	Score	Comments
<b>Game Day Material &amp; Crowd Effectiveness</b> <i>Ability to engage the crowd</i> <i>Practical &amp; relevant to the Game Day environment</i>	5	3.8	- spread out throughout to cover more of crowd
<b>Motion Technique</b> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>	5	4.2	- lock elbows in punch motions & touchdown motions
<b>Crowd Leading Tools</b> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness &amp; synchronization</i>	5	4.0	- sharper to S motion
<b>Formations &amp; Spacing</b> <i>Crowd coverage &amp; precise spacing</i> <i>Execution of formations &amp; transitions</i>	5	3.7	- use spell out signs throughout band chant, to max crowd engagement
<b>Visual Appeal</b> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, &amp; other techniques</i>	5	4.1	- flag timing in waving soft
Overall Impression (5)	Points	Score	Comments
<i>Leadership to engage &amp; connect with the crowd</i> <i>Genuine school spirit &amp; energy; crowd focused</i> <i>Transitions between Game Day components (minimal &amp; clean)</i>	5	4.0	make sure every athlete is yelling + present
<b>Total</b>	<b>Possible</b>	<b>23.8</b>	✓

# 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	S-K-H-S motions need work
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	6.9	Be sure to sharpen sign work voices &рапed up 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 DT

• Hand placement inconsistent.

• overhead clap placement levels are inconsistent.

• Top girl on left had motion timing issues on hip motion.

• Energy lacked throughout fight song.



# Point Deduction Score Sheet

**Team Name:** Simon Kenton

## Division: Game Day Small

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

Diagram illustrating a timeline with markers for 'ST', 'PY', 'RT/ST', and 'J'. Below the timeline is a curved arrow pointing right, labeled ':30 - :45 Seconds'.

ST

PY

RT/ST

J

:45 Seconds - 1 Minute

ST								
PY								
RIST								
J								

ST							
PY							
RT/ST							
J							

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	2.0
	Fall	
	PF - Pyramid Fall	3.0

## Point Deduction Totals

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

$$0.5 \times \underline{\quad} = \underline{\quad}$$

$$1.0 \times \underline{\quad} = \underline{\quad}$$

$2.0 \times \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$

$$3.0 \times \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$$

**Total**

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# RULES VIOLATIONS

TEAM NAME Simon Kenton

## DIVISION Game Day Small