

GAME DAY / BAND CHANT



Team Name South Laurel

Division Small game day

Judge No. 1

Band Chant (25)	Points	Score	Comments
<i>Game Day Material & Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment	5	4.3	-make sure that all signs are pressed to forearms when external -glue punch motions to your ear -point toes in kicks
<i>Motion Technique</i> Precision, sharpness, placement, & synchronization of motions	5	4.2	
<i>Crowd Leading Tools</i> Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.1	
<i>Formations & Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions	5	4.5	-make sure high V motions are slightly in front of body so not too wide
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.5	
Overall Impression (5)	Points	Score	Comments
<i>Leadership to engage & connect with the crowd</i> Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4.4	make sure all athletes are using voices + engaging crowd
Total	Possible	30	26.0 ✓

GAME DAY / CROWD LEADING



Team Name South Laurel

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	voices dipped during transition
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.6	watch spacing
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7.1	Nice sign work
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7.0	Timers on load in signs
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	All girls need towels (base)
Total	Possible	40	29.8 ✓

GAME DAY / FIGHT SONG



Team Name South Laurel

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	4.1	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.3	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.0	
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	4.7	
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	3.8	
Total	Possible	30	25.8 ✓

Stand up timing from knee off on the left side.

Bent elbows in punches.

Great incorporate crowd leading tools.



Point Deduction Score Sheet

Team Name: South Laurel

Division: Game Day Small

0 - :15 Seconds

Graph showing a single vertical line at the 15-second mark on the x-axis. The y-axis categories are ST, PY, RT/ST, and J. The x-axis is labeled ':15 - :30 Seconds'.

ST								
PY								
RTST								
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

$$0.25 \times =$$

$$0.5 \times =$$

$$1.0 \times =$$

2.0 \times 10^{-5}

3.0 μ m^{-1}

Total

1



RULES VIOLATIONS

TEAM NAME South Laurel

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>0:17</u>	Total Time <u>2:54</u>	Music Time _____		
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: _____	<input type="checkbox"/> x (1.0)	<input type="checkbox"/> 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</u>				