

GAME DAY / BAND CHANT



Team Name Spencer County

Division GD Small

Judge No. _____

Band Chant (25)		Points	Score	Comments
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment		5	4.0	- good variety of motions - visuals - clean up motion technique
Motion Technique Precision, sharpness, placement, & synchronization of motions		5	3.9	- Complete all motions (look elbow)
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization		5	3.9	- Sharper on Clap (be quick to clap) - BEAR spell out signs - timing off to Clap level
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions		5	4.5	- mascot flag stall @ top to match words
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques		5	4.5	- voices flat - use enthusiasm!
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	4.1	work on overall energy/voice projection to engage crowd
Total	Possible	30	24.9 ✓	

GAME DAY / CROWD LEADING



Team Name Spencer County

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	timing or hand signals
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	transition between cheer and sideline slow
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	7	shapers sharp
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7	watch spacing throughout
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	Everyone needs to say words
Total Possible	40	29.4 ✓	

GAME DAY / FIGHT SONG



Team Name Spencer County

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	2.8	
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	2.5	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.5	
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	2.8	
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	3.0	
Total	Possible 30	16.6 19.4	

- Punch motion was not beside the ear.
- Toes are not pointed in kicks
- Jump crowd ripple is soft.
- Sign Placement inconsistent throughout.
- High V and half T motion Placement inconsistent.

- Flags not in sync in opening.
- Sign Pick up times out of sync.

19.4
DT



Point Deduction Score Sheet

Team Name: Spencer County

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	<u>1</u> = <u>.50</u>
1.0 x	_____ = _____
2.0 x	_____ = _____
3.0 x	_____ = _____
Total	<u>.50</u>



RULES VIOLATIONS

TEAM NAME Spencer County

DIVISION G a m e D a y S m a l l

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)
<div style="display: flex; justify-content: space-between; padding: 5px;"><div>Entry Time <u>0.29</u></div><div>Total Time <u>2:44</u></div><div>Music Time _____</div></div> <div style="display: flex; justify-content: space-between; padding: 5px;"><div>Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)</div><div>Routine OT: _____ x (1.0) _____ x (2.0)</div></div>		
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		