

GAME DAY / BAND CHANT



Team Name Spencer County

Division GD Small

Judge No.

Band Chant (25)	Points	Score	Comments
<p><i>Game Day Material & Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical & relevant to the Game Day environment</i></p>	5	4.0	- good variety of motions & visuals - clean up motion technique
<p><i>Motion Technique</i> <i>Precision, sharpness, placement, & synchronization of motions</i></p>	5	3.9	- Complete all motions (kick elbow)
<p><i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones, rally towels, and/or flags</i> <i>Sharpness & synchronization</i></p>	5	3.9	- Sharper on Clap (use quick to clap) - BEAR spell out signs - timing off to Chest level
<p><i>Formations & Spacing</i> <i>Crowd coverage & precise spacing</i> <i>Execution of formations & transitions</i></p>	5	4.5	- mascot flag stall @ top to match words
<p><i>Visual Appeal</i> <i>Creative movements and musicality</i> <i>Use of level changes, ripples, & other techniques</i></p>	5	4.5	- voices flat - use enthusiasm!
Overall Impression (5)	Points	Score	Comments
<p><i>Leadership to engage & connect with the crowd</i> <i>Genuine school spirit & energy; crowd focused</i> <i>Transitions between Game Day components (minimal & clean)</i></p>	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	<i>tiny handspring in transition between cheer and sideline</i>
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.5	<i>shaper straight</i>
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	3.5	<i>watch spacing throughout</i>
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	7	<i>shaper straight</i>
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	7	<i>watch spacing throughout</i>
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	<i>Everyone needs to say words</i>
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	16.5

- Punch Motion was not beside the ear.
- Toes are not pointed in kicks
- Jump around Ripple is soft.
- Sign Placement inconsistent throughout.
- High V cant 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

Swimmer	Number of Strokes
ST	7
PY	6
RTST	5
J	7

ST								
PY								
RTST								
J								
:45 Seconds - 1 Minute								

ST								
PY								
RT/ST								
J								

ST

PY

RT/ST

J

1:15 - 1:30

ST

PY

RT/ST

J

1:45 - 2:00

ST
PY
RT/ST
J

2:30 - 2:45

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

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

$$0.5 \times 1 = .50$$

$$1.0 \times \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$$

$$2.0 \times =$$

$$3.0 \times =$$

Total

.50



RULES VIOLATIONS

TEAM NAME Spencer County

DIVISION Game Day Small

BOUNDARY VIOLATIONS	<input type="text"/> x (0.5)				
GAME DAY FORMAT VIOLATION	<input type="text"/> 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>0.29</u>	Total Time <u>2.44</u>	Music Time <input type="text"/>			
Entry OT: <input type="checkbox"/> (0.25) <input type="checkbox"/> (0.5)	Routine OT: <input type="text"/> x (1.0)	<input type="text"/> x (2.0)			
RULE INFRACTION		WARNING <input type="checkbox"/>	CATEGORY <input type="text"/>	PAGE # <input type="text"/>	(1.0 or 3.0)
<input type="text"/>		<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>		<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>		<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>		<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>		<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>		<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAFETY DEDUCTIONS: <input type="text"/>					
RULES DEDUCTION TOTAL <input type="text"/>					<input type="checkbox"/>