GAME DAY / BAND CHANT

Team Name Walton-Verona

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	4.0	-utilize full floor (1st + 9th mat) to better engage
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.0	-make sure wrists are turned out in motions (not forward)
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.4	-spacing issue after 1st formation change
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.9	-when shaking poms + rallying - use energy too!
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	4.1	- lock out elbows + complete motions

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	4.2	locked voice inflection + call backs!
Total Possible	30	24.6	

GAME DAY / CROWD LEADING

KHSAA

Team Name Walton-Verona

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	load in on right, stunt little shaky
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	4.2	
Crowd Leading Tools Proper use of signs, poms, megaphones, rally towels, and/or flags Sharpness & synchronization	5	4.5	nice use of mat
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8.2	Be sure signs change from color to Doub!
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.3	

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	4.5	Good job!
Total Possible	40	34.7	

GAME DAY / FIGHT SONG

Team Name Walton-Verona

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	3.7	
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	3.6	
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	3.7	
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	3.5	
Total	Possible	30	23.4 ✓

. Half T motion inconsistent placement
. second kick timming not in sync.
. CATS sign is shoulder sits were soft.
. spacing of the shoulder sits were inconsistent.

Point Deduction
Score Sheet

Team Name: Walton-Verona

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	BB ✗ :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
PY - Pyramid
RT/ST - Tumbling
J - Jumps

AF - Athlete Fall	.25
BB - Building Bobble	.5
BF - Building Fall	1.0
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	xBF1 2:45 - 3:00

Point Deduction Totals

0.25	x	___	=	___
0.5	x	1	=	.5
1.0	x	1	=	1
2.0	x	___	=	___
3.0	x	___	=	___
Total				(1.5)

RULES VIOLATIONS

KHSAA

TEAM NAME Walton-Verona

DIVISION Game Day Small

BOUNDARY VIOLATIONS	_____ x (0.5)
GAME DAY FORMAT VIOLATION	_____ x (1.0)
PROP VIOLATIONS	❏ (0.5)
UNSPORTSMANLIKE BEHAVIOR	❏ (1.0)
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	❏ (1.0)

Entry Time _0:18_   Total Time _2:55_   Music Time _____

Entry OT: ❏ (0.25) ❏ (0.5)   Routine OT: _____ x (1.0) _____ x (2.0)

RULE INFRACTION	WARNING	CATEGORY	PAGE #	(1.0 or 3.0)
_____	❏	_____	_____	_____
_____	❏	_____	_____	_____
_____	❏	_____	_____	_____
_____	❏	_____	_____	_____
_____	❏	_____	_____	_____
_____	❏	_____	_____	_____
_____	❏	_____	_____	_____

SAFETY DEDUCTIONS: _____

RULES DEDUCTION TOTAL   Ø