Updated October 2024

# SCYCA GAME DAY COMPETITION SCORE SHEET

## GAME DAY/ CROWD LEADING SCORE SHEET

**TEAM NAME:** _____ **DIVISION:** _____

**JUDGE 1:** _____ **JUDGE 2:**_____

| SITUATIONAL SIDELINE (20) | POINTS | SCORE |
|---|---|---|
| **Game Day Situation**<br>*Proper use of material and skills relative to a Game Day environment* | 5 | |
| **Crowd Effectiveness**<br>*Voice, Pace, Flow, Maximum Crowd Coverage*<br>*Ability to elicit a crowd response* | 5 | |
| **Motion Technique & Crowd Leading Tools**<br>*Technique, Sharpness and placement of motions*<br>*Proper use of signs, poms, megaphones and flags* | 5 | |
| **Execution of Stunt/Tumbling relevant to a Game Day environment**<br>*Clean and crowd effective stunts/tumbling*<br>*Technique, stability, synchronization and spacing* | 5 | |
| **CROWD LEADING (20)** | **POINTS** | **SCORE** |
| **Game Day Material**<br>*Proper use of material and skills relative to a Game Day environment* | 5 | |
| **Crowd Effectiveness**<br>*Voice, Pace, Flow, Maximum Crowd Coverage*<br>*Ability to elicit a crowd response* | 5 | |
| **Motion Technique & Crowd Leading Tools**<br>*Technique, Sharpness and placement of motions*<br>*Proper use of signs, poms, megaphones and flags* | 5 | |
| **Execution of Stunt/Tumbling relevant to a Game Day environment**<br>*Clean and crowd effective stunts/tumbling*<br>*Technique, stability, synchronization and spacing* | 5 | |
| | | |
| *Leadership to engage and connect with the crowd*<br>*Genuine School Spirit and Energy*<br>*Transitions between Game Day Components (minimal and clean)* | 10 | |
| **TOTAL POSSIBLE POINTS** | 50 | |

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# SCYCA GAME DAY COMPETITION SCORE SHEET

## GAME DAY/ BAND CHANT/ FIGHT SONG SCORE SHEET

**TEAM NAME:** _____ **DIVISION:** _____

**JUDGE 3:** _____ **JUDGE 4:** _____

| BAND CHANT (20) | POINTS | SCORE |
|---|---|---|
| **Game Day Visual Appeal**<br>*Crowd Coverage, formation, synchronization and spacing* | 5 | |
| **Material Relevant to Game Day Environment**<br>*Was crowd encouraged to participate?* | 5 | |
| **Motion Technique**<br>*Technique, Sharpness and placement of motions* | 5 | |
| **Crowd Leading Tools**<br>*Proper use of signs, poms, megaphones and flags* | 5 | |
| **FIGHT SONG (20)** | **POINTS** | **SCORE** |
| **Game Day Visual Appeal**<br>*Crowd Coverage, formation, synchronization and spacing* | 5 | |
| **Effectiveness of Incorporation (Stunts/Tumbling)**<br>*Stunts and tumbling relevant to a game day environment*<br>*Clean and crowd effective stunts and tumbling* | 5 | |
| **Motion Technique & Crowd Leading Tools**<br>*Technique, Sharpness and placement of motions*<br>*Proper use of signs, poms, megaphones and flags* | 5 | |
| **Execution of Skills Relevant of Game Day Environment**<br>*Technique, Stability, Synchronization and Spacing* | 5 | |
| | | |
| *Leadership to engage and connect with the crowd*<br>*Genuine School Spirit and Energy*<br>*Transitions between Game Day Components (minimal and clean)* | 10 | |
| **TOTAL POSSIBLE POINTS** | 50 | |

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# SCYCA GAME DAY COMPETITION SCORE SHEET

## NYSPHSAA Game Day Safety Deductions & Violations Score Sheet

**Team:** _____

**Division:** _____ **Judge:** _____

NFHS Spirit Rule Book Violations

**Performance Errors: -0.5 points for each infraction**

Non-Choreographed Violations and Out of Bounds

| *Rule Citation* | *# of Infractions* |
|---|---|
| | |
| | |
| | |

Sub Total x -0.5 = _____

**Violation/Warning Details:**

**Choreographed Violations: -5.0 points for each infraction**

| *Rule Citation* | *# of infractions* |
|---|---|
| | |
| | |
| | |

Sub Total x -5.0 = _____

**Game Day Specific Violations**

| | *# of infractions* |
|---|---|
| *Team does not use ANY props* | |
| *Routine performed out of order (Band Chant, Situational Sideline, Cheer, Fight Song)* | |
| *Stunting during intro spiriting or during any transitions* | |
| *Stunting or Tumbling during Band Chant* | |
| *Performing a generic general sideline* | |
| *Exceed 3 consecutive 8 counts of stunt/tumble during Fight song* | |
| ***Skill Restriction:*** *Tosses* | |
| ***Skill Restriction:*** Inversions | |
| ***Skill Restriction:*** Twisting Release Dismounts | |
| ***Skill Restriction:*** Single Leg Body Positions (ONLY Liberty and Hitch allowed) | |
| ***Skill Restriction:*** Restricted Tumbling | |

Sub Total x -1.0 = _____

**Time Deductions:**

Time of Routine: _____

Overall Routine **3:30**

1 - 5 Seconds Over (-3.0) ☐

6 - 10 Seconds Over (-5.0) ☐

11+ Seconds Over (-7.0) ☐

Total Time Deductions: _____

## Violations & Deductions Total:

*Tally All Sub-Totals* _____

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# SCYCA GAME DAY COMPETITION SCORE SHEET

**NYSPHSAA Game Day - Safety Deductions & Violations Score Sheet**

**Team: _____ Division: _____ Judge: _____**

## Violations

**Performance Errors (2.0)** *Non-Choreographed NFHS violations (PE) – cited per occurrence*
**Apparel, Jewelry, and Prop Violations (0.5)** *NFHS violations involving apparel, jewelry, or props – cited per occurrence (AV, JV, PV)*
**Choreographed Violations (3.0)** *Violations that were intended to be performed in the routine – Cited once per rule (CV)*
**Format Violations (1.0)** *Game Day Format Violations – Cited once per rule/bullet point (FV)*

| Rule Citation | Category | # Of Violations | Deduction Value | Violations Total |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| **Comments:** | | | | |

## NYS Deductions

| Overall Time | Time Deductions | Deduction Assessed | Time Deduction Total |
|---|---|---|---|
| | Overall 4-5 Sec Over (-1.0) | | |
| | Overall 6+ Sec Over (-2.0) | | |

| | Out of Bounds | Athlete Bobble | Building Bobble | Athlete Fall | Minor Building Fall | Major Building Fall | Pyramid Collapse |
|---|---|---|---|---|---|---|---|
| *# Of Infractions* | | | | | | | |
| *Value* | *x 0.5* | *x 0.25* | *x 0.25* | *x 0.5* | *x 1.0* | *x 2.0* | *x 3.0* |
| *Sub-Total* | | | | | | | |

| **Grand Total** | |
|---|---|