



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

PRELIMINARY ROUND
CROWD LEADING

TEAM NAME:

JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) 2A 3A 4A 5A 6A

| CATEGORY | TOTAL POSSIBLE | TEAM SCORE |
|--|----------------|------------|
| GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT | 10 | |
| CROWD EFFECTIVENESS VOICE, PACE, FLOW, MAXIMUM CROWD COVERAGE | 10 | |
| CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES AND FLAGS | 10 | |
| ABILITY TO LEAD CROWD ENERGY AND CROWD LEADING TECHNIQUES | 10 | |
| PROPER USE OF SKILLS USE OF SKILLS USED TO LEAD THE CROWD | 10 | |
| MOTION TECHNIQUE TECHNIQUE, SHARPNESS AND PLACEMENT | 10 | |
| SYNCHRONIZATION UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE | 10 | |
| EXECUTION OF SKILLS TECHNIQUE, STABILITY, SYNCHRONIZATION AND SPACING | 10 | |
| CROWD APPEAL ENERGY, LEADERSHIP, VISUAL APPEAL AND CONNECTION TO THE CROWD | 10 | |
| OVERALL IMPRESSION | 10 | |
| TOTAL POINTS | 100 | |

COMMENTS:



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

PRELIMINARY ROUND
FIGHT SONG

TEAM NAME:

JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) 2A 3A 4A 5A 6A

| CATEGORY | TOTAL POSSIBLE | TEAM SCORE |
|--|----------------|------------|
| GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT | 10 | |
| SYNCHRONIZATION UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE | 10 | |
| SPACING MAXIMUM CROWD COVERAGE, SPACING AND FORMATIONS | 10 | |
| CROWD APPEAL ENERGY, LEADERSHIP AND CONNECTION TO CROWD | 10 | |
| EXECUTION OF SKILLS TECHNIQUE, FORM, STABILITY, SYNCHRONIZATION AND SPACING | 10 | |
| MOTION TECHNIQUE TECHNIQUE, SHARPNESS AND PLACEMENT | 10 | |
| VISUAL APPEAL CREATIVE MOVEMENTS WITHIN GROUPS | 10 | |
| OVERALL IMPRESSION | 10 | |
| TOTAL POINTS | 80 | |

COMMENTS:



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

PRELIMINARY ROUND
BAND DANCE

TEAM NAME:

JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) 2A 3A 4A 5A 6A

| CATEGORY | TOTAL POSSIBLE | TEAM SCORE |
|--|----------------|------------|
| GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT | 10 | |
| CROWD APPEAL ENERGY, LEADERSHIP, AND CONNECTION TO CROWD | 10 | |
| VISUAL APPEAL CREATIVE MOVEMENTS WITHIN GOUPS | 10 | |
| SYNCHRONIZATION UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE | 10 | |
| MOTION TECHNIQUE TECHNIQUE, SHARPNESS AND PLACEMENT | 10 | |
| OVERALL IMPRESSION | 10 | |
| TOTAL POINTS | 60 | |

COMMENTS:



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

FINALS
CROWD LEADING

TEAM NAME:

JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) 2A 3A 4A 5A 6A

| CATEGORY | TOTAL POSSIBLE | TEAM SCORE |
|--|----------------|------------|
| GAME DAY SITUATION PROPER REPOSE TO GAME DAY PROMPT | 5 | |
| GAME DAY MATERIAL PROPER USE OF MATERIAL AND SKILLS RELEVANT TO GAME DAY ENVIRONMENT | 10 | |
| CROWD EFFECTIVENESS VOICE, PACE, FLOW AND MAXIMUM CROWD COVERAGE | 5 | |
| CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS, MEGAPHONES AND FLAGS | 5 | |
| MOTION TECHNIQUE TECHNIQUE, SHARPNESS AND PLACEMENT | 5 | |
| CROWD APPEAL ENERGY, LEADERSHIP, VISUAL APPEAL, AND CONNECTION TO THE CROWD | 5 | |
| EXECUTION OF SKILLS TECHNIQUE, STABILITY, SYNCHRONIZATION AND SPACING | 10 | |
| OVERALL IMPRESSION | 5 | |
| TOTAL POINTS | 50 | |

COMMENTS:



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
GAME DAY COMPETITION

FINALS
FIGHT SONG AND BAND DANCE

TEAM NAME:

JUDGE NUMBER:

CLASSIFICATION: (CIRCLE ONE) 2A 3A 4A 5A 6A

| CATEGORY | TOTAL POSSIBLE | TEAM SCORE |
|--|----------------|------------|
| GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT | 10 | |
| EXECUTION OF BAND DANCE MOTION SHARPNESS, SYNCHRONIZATION AND MAXIMUM CROWD COVERAGE | 10 | |
| EXECUTION OF FIGHT SONG MOTION SHARPNESS, SKILL TECHNIQUE IN INCORPORATION, STABILITY, SYNCHRONIZATION AND MAXIMUM CROWD COVERAGE | 10 | |
| CROWD APPEAL ENERGY, LEADERSHIP AND CONNECTION TO THE CROWD | 5 | |
| VISUAL APPEAL TECHNIQUE, SHARPNESS AND PLACEMENT | 5 | |
| OVERALL IMPRESSION | 10 | |
| TOTAL POINTS | 50 | |

COMMENTS: