



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
<b>GAME DAY MATERIAL</b> PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT	10	
<b>CROWD APPEAL</b> ENERGY, LEADERSHIP, AND CONNECTION TO CROWD	10	
<b>VISUAL APPEAL</b> CREATIVE MOVEMENTS WITHIN GOUPS	10	
<b>SYNCHRONIZATION</b> UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE	10	
<b>MOTION TECHNIQUE</b> TECHNIQUE, SHARPNESS AND PLACEMENT	10	
<b>OVERALL IMPRESSION</b>	10	
<b>TOTAL POINTS</b>	60	

COMMENTS:



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION  
GAME DAY COMPETITION

PRELIMINARY ROUND  
CROWD LEADING

TEAM NAME: «SCHOOL»

JUDGE NUMBER: 1

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

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

COMMENTS:



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION  
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PRELIMINARY ROUND  
FIGHT SONG

TEAM NAME: «SCHOOL»

JUDGE NUMBER: 3

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

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

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
<b>GAME DAY SITUATION</b> PROPER REPOSE TO GAME DAY PROMPT	5	
<b>GAME DAY MATERIAL</b> PROPER USE OF MATERIAL AND SKILLS RELEVANT TO GAME DAY ENVIRONMENT	10	
<b>CROWD EFFECTIVENESS</b> VOICE, PACE, FLOW AND MAXIMUM CROWD COVERAGE	5	
<b>CROWD LEADING TOOLS</b> PROPER USE OF SIGNS, POMS, MEGAPHONES AND FLAGS	5	
<b>MOTION TECHNIQUE</b> TECHNIQUE, SHARPNESS AND PLACEMENT	5	
<b>CROWD APPEAL</b> ENERGY, LEADERSHIP, VISUAL APPEAL, AND CONNECTION TO THE CROWD	5	
<b>EXECUTION OF SKILLS</b> TECHNIQUE, STABILITY, SYNCHRONIZATION AND SPACING	10	
<b>OVERALL IMPRESSION</b>	5	
<b>TOTAL POINTS</b>	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
<b>GAME DAY MATERIAL</b> PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT	10	
<b>EXECUTION OF BAND DANCE</b> MOTION SHARPNESS, SYNCHRONIZATION AND MAXIMUM CROWD COVERAGE	10	
<b>EXECUTION OF FIGHT SONG</b> MOTION SHARPNESS, SKILL TECHNIQUE IN INCORPORATION, STABILITY, SYNCHRONIZATION AND MAXIMUM CROWD COVERAGE	10	
<b>CROWD APPEAL</b> ENERGY, LEADERSHIP AND CONNECTION TO THE CROWD	5	
<b>VISUAL APPEAL</b> TECHNIQUE, SHARPNESS AND PLACEMENT	5	
<b>OVERALL IMPRESSION</b>	10	
<b>TOTAL POINTS</b>	50	

COMMENTS: