



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION
7300 BROADWAY EXTENSION - OKLAHOMA CITY, OK 73116
OSSAA GAME DAY
NOVEMBER 14, 2020—MOORE HIGH SCHOOL

BUS PARKING: Bus parking will be in the lot behind the press box.

ENTRANCE FOR COACHES AND PARTICIPANTS: Coaches will check-in at the south side of the facility, inside the door marked GAME DAY CHECK-IN. PARTICIPANTS WILL BE ESCORTED TO THE TEAM HOLDING AREA LOCATED IN THE COMMONS WHERE COACHES WILL JOIN THEM AFTER CHECKING IN. COACHES—THE SCHEDULE IS POSTED TO THE CHEER PAGE AT OSSAA.COM, PLEASE REPORT TO YOUR ASSIGNED AREA AT YOUR ASSIGNED TIME.

If teams arrive early, Coaches need to check-in and then go to the Commons area (escorts and signs will guide you). Coaches may enter the competition area however, athletes need to go to the Commons area to ensure space is allowed within the stands for spectator social distancing.

Admission is \$10.00 for students and adults. Souvenirs will be available for participants and spectators in the main spectator seating area. Tickets will be sold at the ticket booth at the entrance of the Football Stadium.

MASKS ARE REQUIRED FOR ALL SPECTATORS FOR THE ENTIRE COMPETITION, UNLESS EATING OR DRINKING. PLEASE DO NOT ARRIVE AT THE SITE WITHOUT A MASK. IF A SPECTATOR REFUSES TO WEAR A MASK, THEY WILL BE DENIED ENTRANCE.
PARTICIPANTS MUST WEAR A MASK UNTIL THE TIME OF PERFORMANCE.
COACHES MUST WEAR A MASK AT ALL TIMES WHILE IN THE FACILITY.

No signs or noisemakers are permitted for spectators. Please comply with the OSSAA Policy regarding noisemakers.

NOISEMAKERS/SIGNS – For indoor activities: Other than those intended for the facilitation of the event, boom boxes or any type of device that plays music, sounds, or voices, and noise makers of any kind such as air horns, cow bells, etc. will not be allowed to function/operate.

Please read all the information carefully and thoroughly.

GAME DAY FORMAT

The total number of participants for a school team is determined by counting all spirit-leading participants including cheerleaders, mascots, and flag runners. The use of live band and/or drum line to supplement the Game Day environment is not permitted.

Flag runners and/or mascots are welcomed to participate and all participants on the floor count toward total number. Flag Runners and mascots cannot be involved in the execution of cheer skills.

Traditional game day uniform is required.

All National Federation of State High Schools (NFHS) uniform rules apply.

The use of signs, poms, flags, and megaphones are allowed and encouraged for performances. The use of additional props is not permitted.

TEAM SIGNS:

Signs or props may be QUICKLY placed or dropped outside the competition area by a team member prior to beginning the performance in the preliminaries and final round.

MUSIC

Schools must use recorded marching band music for the fight song and band dance categories. Licensing has been taken care of by the OSSAA.

PERFORMANCE CRITERIA

Teams will be evaluated on their ability to lead the crowd, proper skill incorporations and performance, motions, dance and overall routine. Game Day practicality is heavily emphasized. Performances should be prepared as they would for sideline leading at a school sporting event.

GAME DAY ROUTINES

The preliminary round will be conducted as it was at the regional competition. All three elements will be performed at one time, with three 8-counts separating each element. A team may briefly spirit upon completion of an element, then begin the three 8-counts to begin the next element.

The prelims will be conducted as follows:

BAND DANCE

BRIEF SPIRIT

THREE 8-COUNTS

CROWD LEADING

BRIEF SPIRIT

THREE 8-COUNTS

FIGHT SONG

BRIEF SPIRIT WHILE LEAVING THE COMPETITION FLOOR

THERE WILL NOT BE A BUZZER TO INDICATE THE BEGINNING OF ANY ELEMENT IN THE PRELIMS.

FINALS – Six (6) teams per classification with the highest cumulative scores from the three preliminary categories will advance to finals. The final performance round will be preceded by a designated warm-up session.

Each FINALS performance will have an overall maximum performance time limit of three (3) minutes and will be performed in the following order:

1. Band Dance
2. Situational Response (see description below)
3. Crowd Leading
4. Fight Song

The entire performance will be executed in a continuous order. To continue the feel of a Game Day environment, **spirited crowd-leading interaction between each section is encouraged.**

SITUATIONAL RESPONSE: Each team will respond to audio cues by a game announcer, as heard at football games. In order to imitate the Game Day environment, audio cues will include an announcer-lead situational cue to which the team will show a definitive OFFENSE or DEFENSE response. A general response would not meet the criteria.

SCORES AND RANKINGS

In the preliminary rounds, each team will be scored by multiple judges in each of the three categories.

The official FINAL results and team placements will be determined by the cumulative scores from the FINALS round only. Preliminary round scores will not carry over to determine final team standings. However, if a tie occurs in the final round, the cumulative preliminary scores will be utilized to break any ties.

Scores and rankings will be available only to coaches as follows:

Preliminary Rounds - score sheets will be made available to all teams following the preliminary round.

Finals scores and rankings will be made available to all teams following the awards presentation.

The judges will score teams using the criteria listed on the OSSAA Game Day State Championship score sheet.

All scores and judges' decisions are considered final.

TIME LIMITATIONS

Acknowledging the potential variance in sound system and timing devices, judges will not issue a deduction until their stopwatches show a time of three (3) seconds over the time limit.

It is recommended that all teams practice and time performances prior to competition to allow for variations in sound equipment.

Introductions and exits:

All team breaks, rituals, and traditions need to take place backstage before a team is in the “on deck” or next to perform position. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures i.e. teams must refrain from chest bumps, hugs, and handshakes.

All teams should refrain from any type of excessive celebration following the team’s performance.

There should not be any organized exits or other activities after the official ending of the routine.

INTERRUPTION OF PERFORMANCE

UNFORSEEN CIRCUMSTANCES

If, in the opinion of the competition officials, a team’s routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected will be directed to **STOP** the routine.

If directed to stop a routine, the team will perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred.

FAULT OF TEAM

In the event a team’s routine is interrupted because of failure of the team’s own equipment, the team must either continue the routine or withdraw from the competition.

The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

INJURY

All participants must follow the OSSAA safety regulations. The only persons that may stop a routine for injury are: a) competition officials, or b) the school coach from the team performing.

If the cheer routine is interrupted by an injury to one of the participants the coach may choose to finish the routine from the point of interruption or choose to take the score earned to that point. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred.

The injured participant that wishes to perform may not return to the competition floor unless the competition officials receive clearance from the on site medical personnel and the school head coach of the competing team.

Any injured participant suspected of a concussion is required to follow the OSSAA Concussion Policy regarding the treatment of concussions and must be removed immediately from the competition.

CERTIFIED, LICENSED ATHLETIC TRAINERS WILL BE AT THE SITE.

AWARDS

Each conference or division will receive the following:

The top two teams will be awarded and designated with a runner-up trophy and 1st place with a championship trophy.

Each team member of the top two teams and one school coach will be awarded an individual medal first place gold, second place, silver.

JUDGING PANELS

Judges will be provided by the OSSAA and they will be responsible for scoring each school performance according to the OSSAA competition score sheets.

1. Panel Judge - Panel Judges are responsible for scoring each team’s performance based on the OSSAA score sheets. Each Panel Judge will fill out a score sheet for each performance.
2. Technical Judge - The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.

3. ALL JUDGES' DECISIONS ARE FINAL. NO PROTESTS – One of the calculated risks that a coach must accept is that he/she, his/her players, or the judges may make mistakes during the course of the competition. The OSSAA Board of Directors has established a policy of NOT HONORING A PROTEST based upon a rule situation nor a situation, which involved judgments on the part of the judges. The decision of the judges will be final. The OSSAA will not review tapes of the competition for the purpose of changing the judges' decisions.

DISQUALIFICATION

Any team that does not adhere to the terms and procedures of the OSSAA Spirit State Championship rules and regulations defined in this document will be subject to disqualification from the competition and will automatically forfeit any award.

DEDUCTIONS

Deduction points will be subtracted from the final score.

Area	Specific	Deduction Points
Participant allowance (Section I, A)	Exceed maximum participants	Disqualification from contest
Music licensing (Section I, E)	Failure to meet licensing requirement	Disqualification from contest
NFHS Spirit Rules (Section I,	Utilization of skill or stunt not permitted by rule	Five points per rule violation
Time limit* *3 second	Each violation	3 points for 1-5 seconds over limit 5 points for 6-10 seconds over limit
Time limit (Section II, C)	Excessive celebration or organized entrance or exit	1 point
Procedure or General	Team exceeds 8-count allowances in fight song	3 points per rule violation

**GAME DAY STATE CHAMPIONSHIP
ROSTER**

SCHOOL _____

HEAD COACH _____

**ONLY THE 25 TEAMS MEMBERS THAT PARTICIPATED IN THE GAME
DAY STATE COMPETITION SHOULD BE LISTED ON THIS SHEET.**

TEAM MEMBERS:

- | | |
|-----------|-----------|
| 1. _____ | 11. _____ |
| 2. _____ | 12. _____ |
| 3. _____ | 13. _____ |
| 4. _____ | 14. _____ |
| 5. _____ | 15. _____ |
| 6. _____ | 16. _____ |
| 7. _____ | 17. _____ |
| 8. _____ | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |
| 21. _____ | 22. _____ |
| 23. _____ | 24. _____ |
| 25. _____ | |

SUPERINTENDENT _____

PRINCIPAL _____

ATHLETIC DIRECTOR _____

2020 OSSAA GAME DAY STATE CHAMPIONSHIP PERFORMANCE ORDER AND SCHEDULE

CLASS 2A	CHECK	STRETCH	STRETCH	WARM UP	WARM UP	PERFORM
SCHOOL NAME	IN	"A"	"B"	"A"	"B"	
DIBBLE	8:00	8:10		8:20		8:30
CRESCENT	8:05		8:15		8:25	8:35
CASHION	8:10	8:20		8:30		8:40
BOONE-APACHE	8:15		8:25		8:35	8:45
OK CHRISTIAN ACA.	8:20	8:30		8:40		8:50
PAWHUSKA	8:25		8:35		8:45	8:55
HOOKER	8:30	8:40		8:50		9:00
HAWORTH	8:35		8:45		8:55	9:05
COLCORD	8:40	8:50		9:00		9:10
COMMERCE	8:45		8:55		9:05	9:15
ARKOMA	8:50	9:00		9:10		9:20
KETCHUM	8:55		9:05		9:15	9:25
TUPRIN	9:00	9:10		9:20		9:30

ANNOUNCE FINALISTS	WARM UP	WARM UP	PERFORM
	"A"	"B"	
TEAM 1	9:50		10:00
TEAM 2		9:55	10:05
TEAM 3	10:00		10:10
TEAM 4		10:05	10:15
TEAM 5	10:10		10:20
TEAM 6		10:15	10:25

AWARDS

2020 OSSAA GAME DAY STATE CHAMPIONSHIP PERFORMANCE ORDER AND SCHEDULE

CLASS 3A	CHECK IN	STRETCH	STRETCH	WARM UP	WARM UP	PERFORM
SCHOOL NAME		"A"	"B"	"A"	"B"	
VIAN	10:15	10:25		10:35		10:45
KIEFER	10:20		10:30		10:40	10:50
CHANDLER	10:25	10:35		10:45		10:55
ROLAND	10:30		10:40		10:50	11:00
OK CHRISTIAN SCHOOL	10:35	10:45		10:55		11:05
BEGGS	10:40		10:50		11:00	11:10
WASHINGTON	10:45	10:55		11:05		11:15
FREDERICK	10:50		11:00		11:10	11:20
KEYS (PARKHILL)	10:55	11:05		11:15		11:25
CHRISTIAN HERITAGE	11:00		11:10		11:20	11:30
COMMUNITY CHRISTIAN	11:05	11:15		11:25		11:35
VALLIANT	11:10		11:20		11:30	11:40
VICTORY CHRISTIAN	11:15	11:25		11:35		11:45

ANNOUNCE FINALISTS	WARM UP	WARM UP	PERFORM
	"A"	"B"	
TEAM 1	12:10		12:20
TEAM 2		12:15	12:25
TEAM 3	12:20		12:30
TEAM 4		12:25	12:35
TEAM 5	12:30		12:40
TEAM 6		12:35	12:45

AWARDS

2020 OSSAA GAME DAY STATE CHAMPIONSHIP PERFORMANCE ORDER AND SCHEDULE

CLASS 4A	CHECK	STRETCH	STRETCH	WARM UP	WARM UP	PERFORM
SCHOOL NAME	IN	"A"	"B"	"A"	"B"	
BETHANY	12:30 PM	12:40		12:50		1:00
STIGLER	12:35 PM		12:45		12:55	1:05
SALLISAW	12:40 PM	12:50		1:00		1:10
BRIDGE CREEK	12:45 PM		12:55		1:05	1:15
CROSSINGS CHRISTIAN	12:50 PM	1:00		1:10		1:20
HARRAH	12:55 PM		1:05		1:15	1:25
INOLA	1:00 PM	1:10		1:20		1:30
CHICKASHA	1:05 PM		1:15		1:25	1:35
HERITAGE HALL	1:10 PM	1:15		1:30		1:40
KINGFISHER	1:15 PM		1:25		1:35	1:45
HOLLAND HALL	1:20 PM	1:25		1:40		1:50
BROKEN BOW	1:25 PM		1:35		1:45	1:55
SEMINOLE	1:30 PM	1:35		1:50		2:00
MOUNT ST MARY	1:35 PM		1:45		1:55	2:05
SULPHUR	1:40 PM	1:45		2:00		2:10

ANNOUNCE FINALISTS	WARM UP	WARM UP	PERFORM
	"A"	"B"	
TEAM 1	2:35		2:45
TEAM 2		2:40	2:50
TEAM 3	2:45		2:55
TEAM 4		2:50	3:00
TEAM 5	2:55		3:05
TEAM 6		3:00	3:10

AWARDS

2020 OSSAA GAME DAY STATE CHAMPIONSHIP PERFORMANCE ORDER AND SCHEDULE

CLASS 5A	CHECK	STRETCH	STRETCH	WARM UP	WARM UP	PERFORM
SCHOOL NAME	IN	"A"	"B"	"A"	"B"	
GROVE	3:00	3:10		3:20		3:30
BISHOP MCGUINNESS	3:05		3:15		3:25	3:35
TECUMSEH	3:10	3:20		3:30		3:40
CLAREMORE	3:15		3:25		3:35	3:45
MACARTHUR	3:20	3:30		3:40		3:50
CARL ALBERT	3:25		3:35		3:45	3:55
MCALESTER	3:30	3:40		3:50		4:00
COWETA	3:35		3:45		3:55	4:05
COLLINSVILLE	3:40	3:50		4:00		4:10
CASCIA HALL	3:45		3:55		4:05	4:15
ALTUS	3:50	4:00		4:10		4:20
WOODWARD	3:55		4:05		4:15	4:25
GUYMON	4:00	4:10		4:20		4:30
EISENHOWER	4:05		4:15		4:25	4:35

ANNOUNCE FINALISTS	WARM UP	WARM UP	PERFORM
	"A"	"B"	
TEAM 1	4:55		5:05
TEAM 2		5:00	5:10
TEAM 3	5:05		5:15
TEAM 4		5:10	5:20
TEAM 5	5:15		5:25
TEAM 6		5:20	5:30

AWARDS

2020 OSSAA GAME DAY STATE CHAMPIONSHIP PERFORMANCE ORDER AND SCHEDULE

CLASS 6A						
SCHOOL NAME	CHECK IN	STRETCH "A"	STRETCH "B"	WARM UP "A"	WARM UP "B"	PERFORM
JENKS	5:15	5:25		5:35		5:45
NORMAN NORTH	5:20		5:30		5:40	5:50
CHOCTAW	5:25	5:35		5:45		5:55
MUSTANG	5:30		5:40		5:50	6:00
YUKON	5:35	5:45		5:55		6:05
BROKEN ARROW	5:40		5:50		6:00	6:10
WESTMOORE	5:45	5:55		6:05		6:15
OWASSO	5:50		6:00		6:10	6:20
BIXBY	5:55	6:05		6:15		6:25
UNION	6:00		6:10		6:20	6:30

ANNOUNCE FINALISTS	WARM UP "A"	WARM UP "B"	PERFORM
TEAM 1	6:45		6:55
TEAM 2		6:50	7:00
TEAM 3	6:55		7:05
TEAM 4		7:00	7:10
TEAM 5	7:05		7:15
TEAM 6		7:10	7:20

AWARDS