






1



2

School Representation and Image 1-5

-  This category is an automatic 8 points unless there is a reason given for deduction.
-  Follow OSSAA rules for sportsmanship and school representation.
-  Coach your athletes on the way you want to be represented and lead by example.

3

Crowd Effective Material 1-5

- Encouragement of crowd participation
- Words and props are effective
- Actively working with crowd
- Engaging crowd in the routine

4

Incorporation Skills 1-10

- Incorporation of stunts enhance routing do not take away from the crowd leadership
- Skills assist in directing crowd response.
- Use of poms, signs and/or megs, and props enhance leadership in directing crowd response.

5

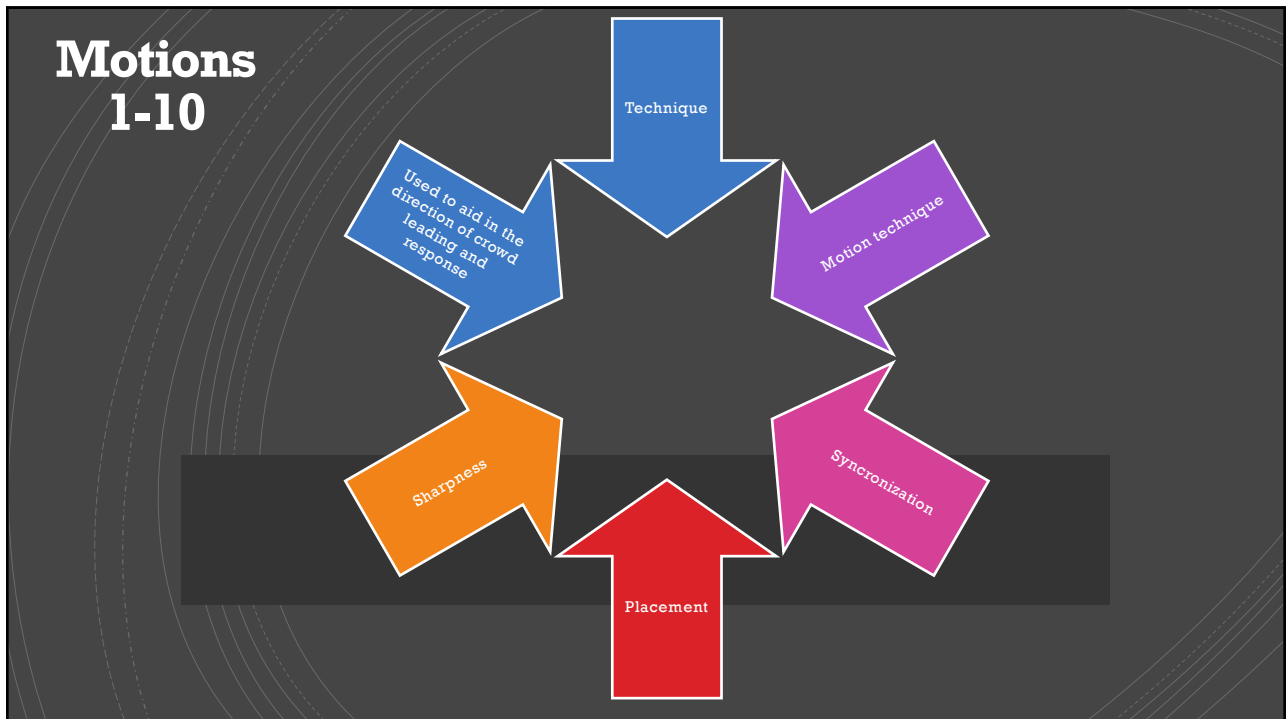
Voice/Pace 1-5

- Strong voices through out routine
- Strong inflection
- Great pace
- Easy to understand
- Strong fluidity

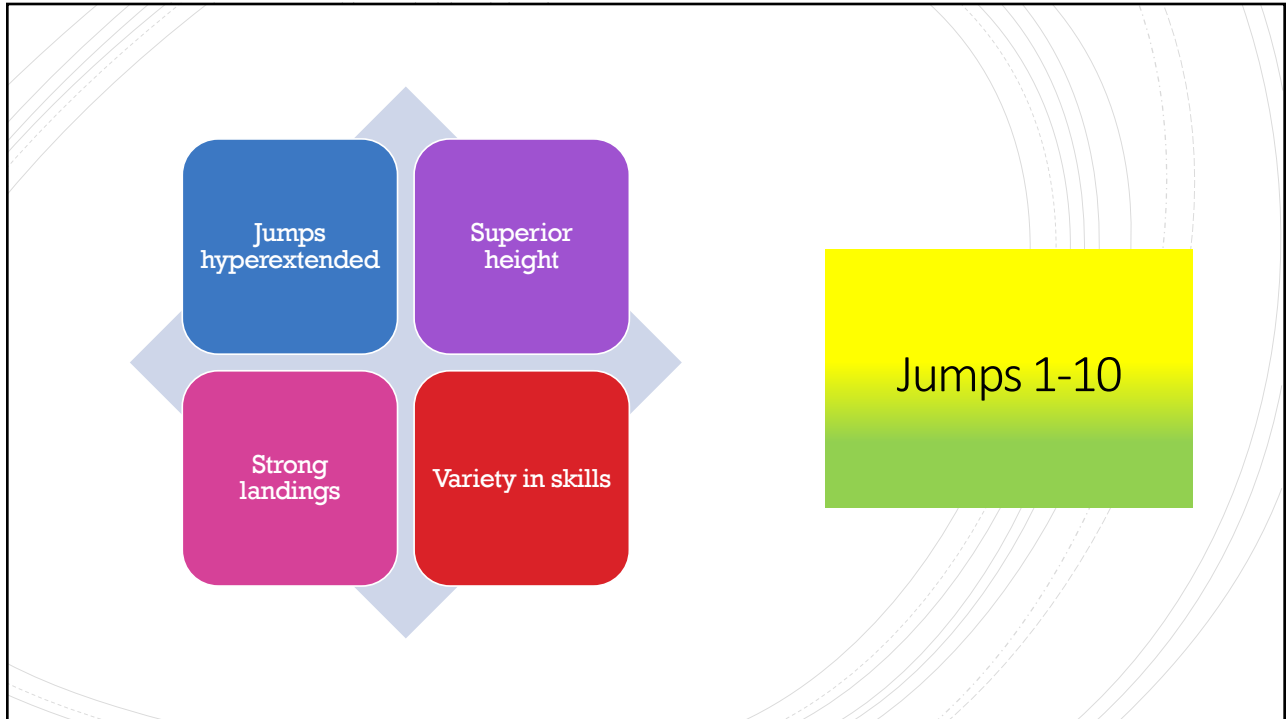
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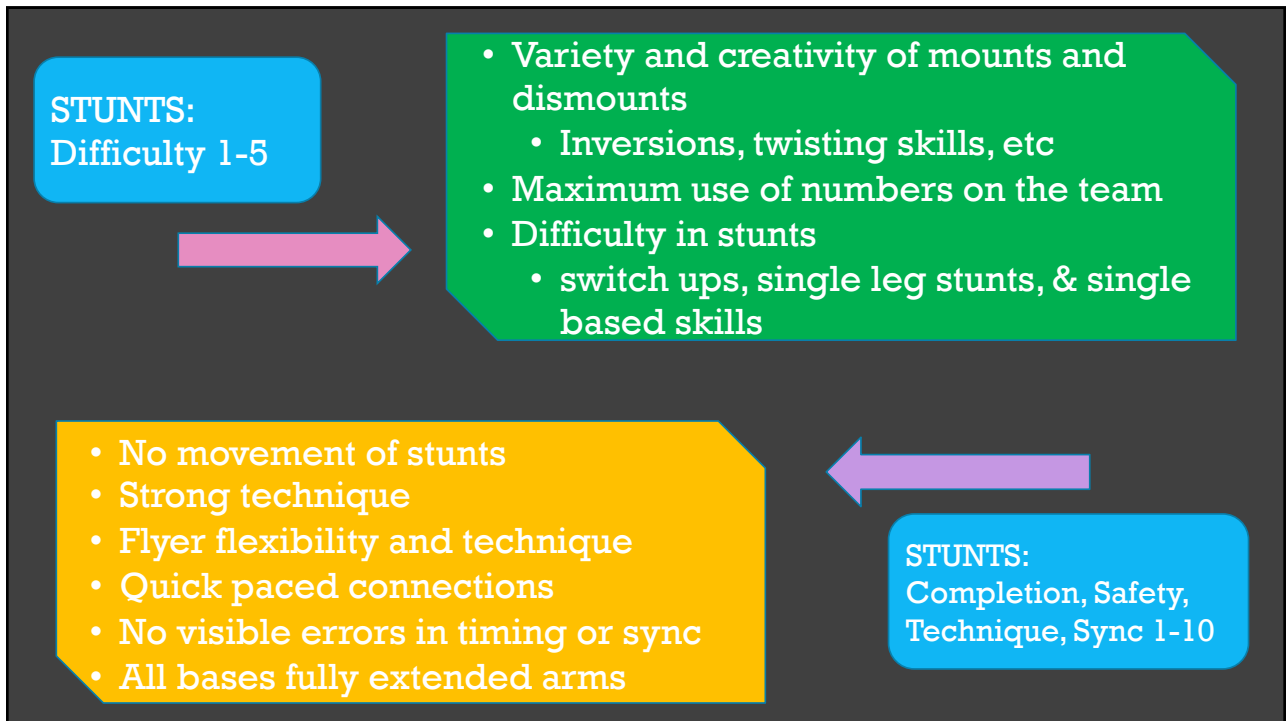
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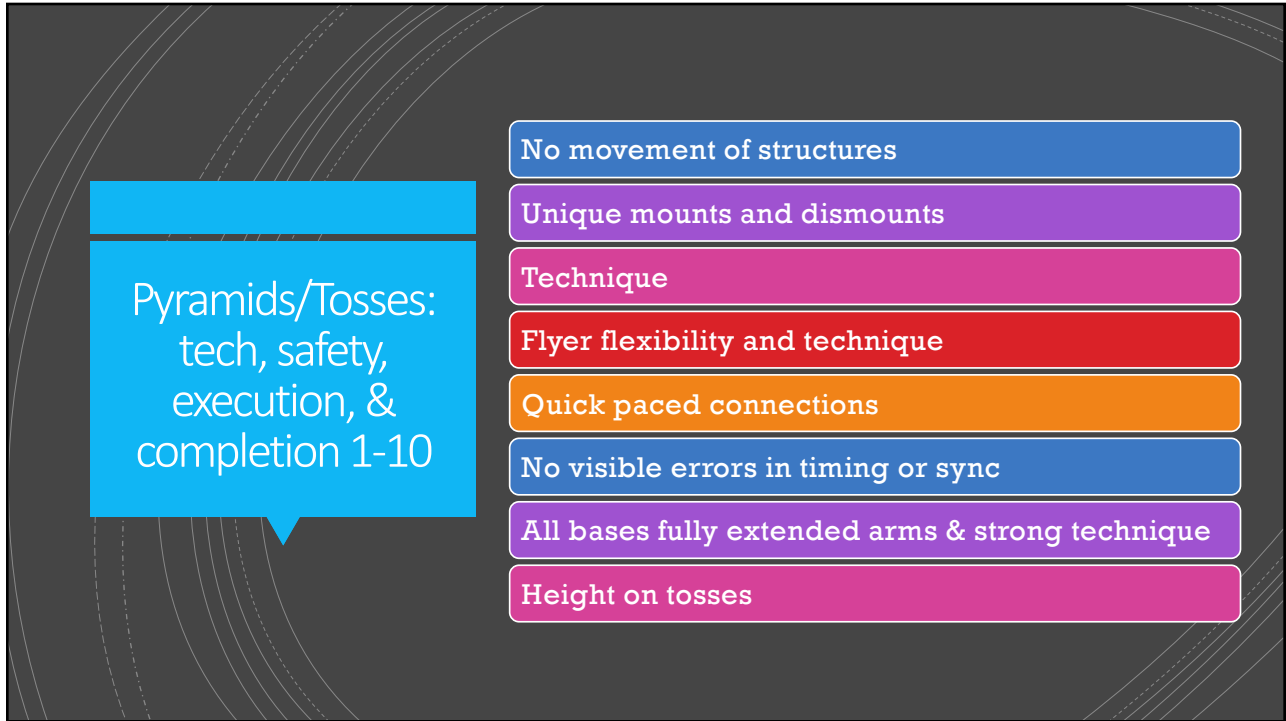
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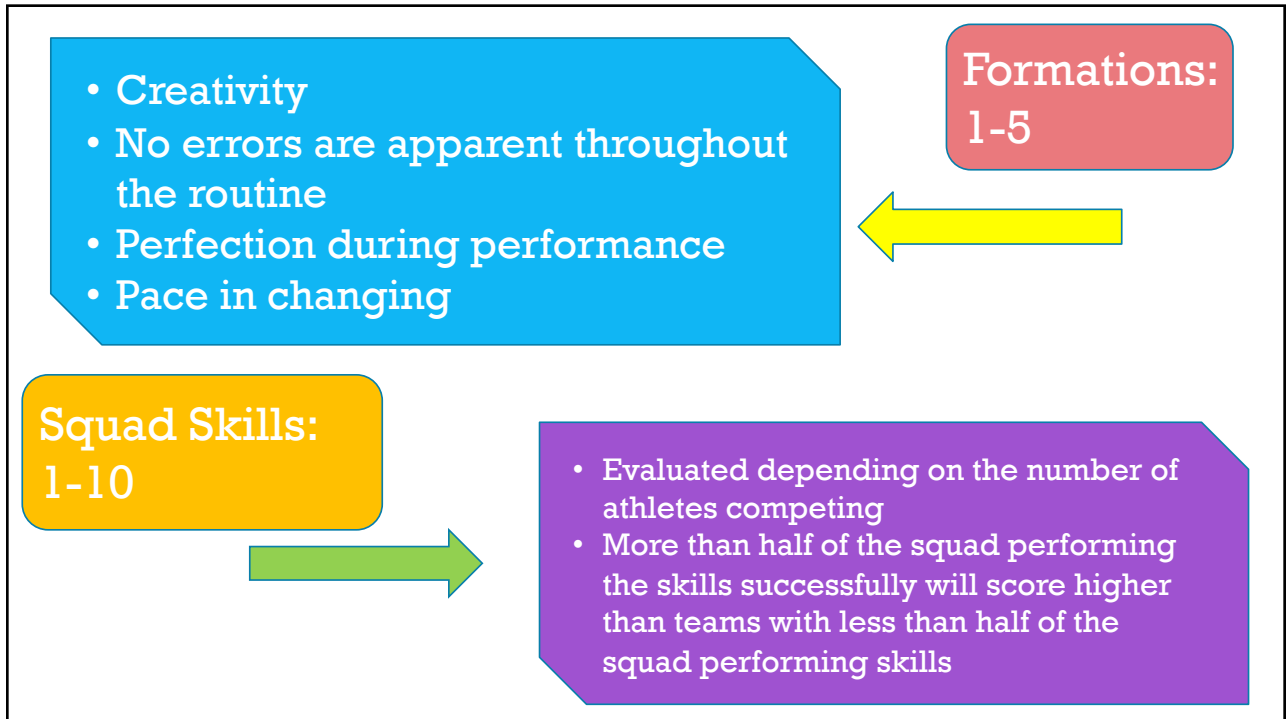
10



Pyramids/Tosses:
tech, safety,
execution, &
completion 1-10

- No movement of structures
- Unique mounts and dismounts
- Technique
- Flyer flexibility and technique
- Quick paced connections
- No visible errors in timing or sync
- All bases fully extended arms & strong technique
- Height on tosses

11



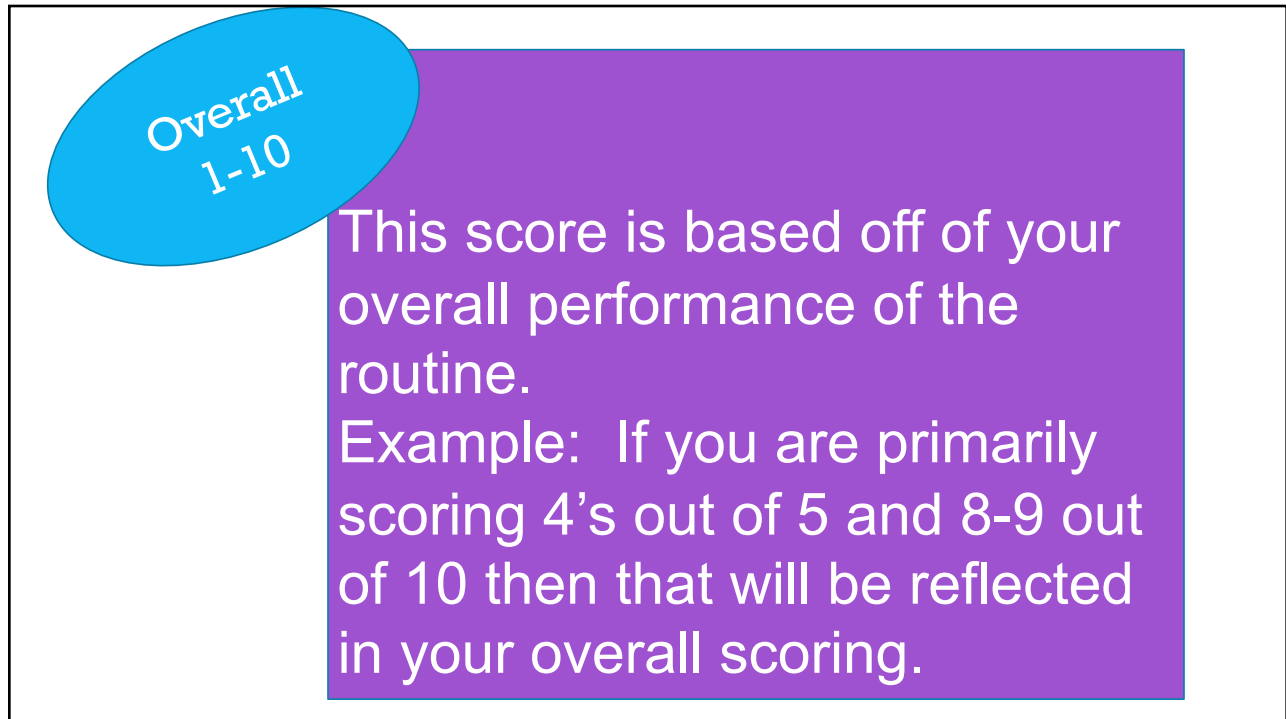
• Creativity
• No errors are apparent throughout the routine
• Perfection during performance
• Pace in changing

Formations:
1-5

Squad Skills:
1-10

- Evaluated depending on the number of athletes competing
- More than half of the squad performing the skills successfully will score higher than teams with less than half of the squad performing skills

12

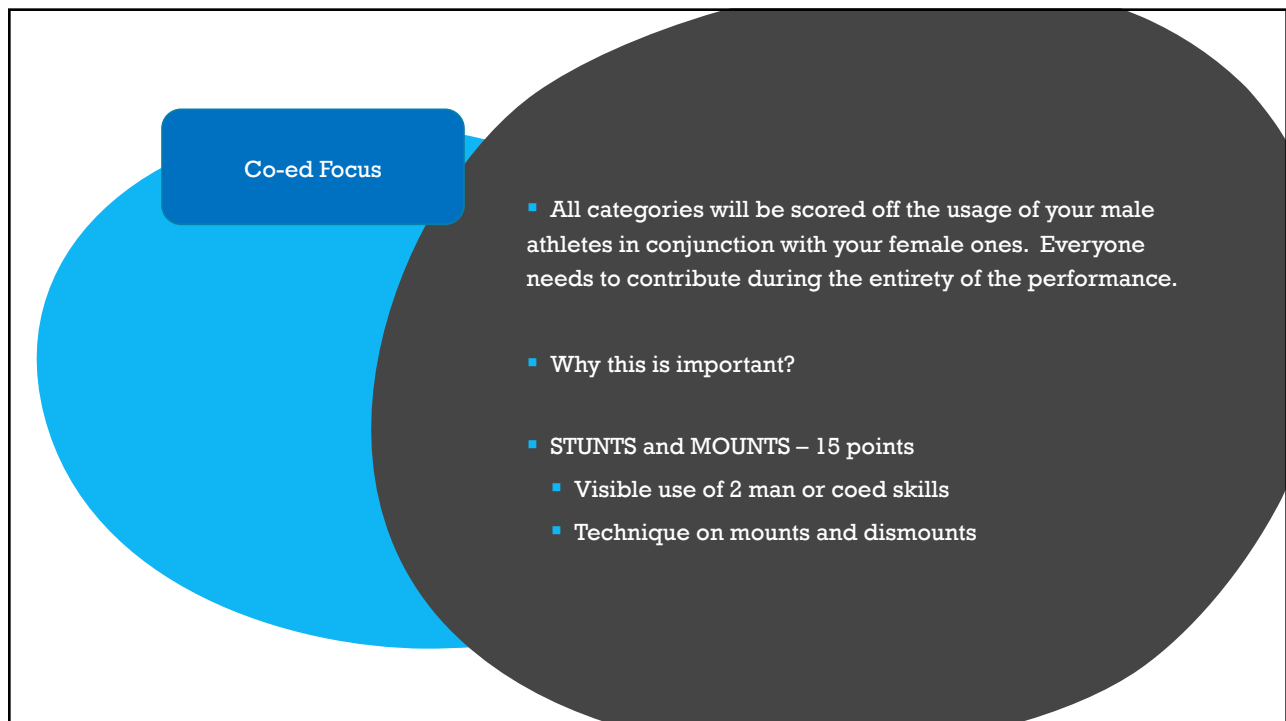


**Overall
1-10**

This score is based off of your overall performance of the routine.

Example: If you are primarily scoring 4's out of 5 and 8-9 out of 10 then that will be reflected in your overall scoring.

13



Co-ed Focus

- All categories will be scored off the usage of your male athletes in conjunction with your female ones. Everyone needs to contribute during the entirety of the performance.
- Why this is important?
- STUNTS and MOUNTS – 15 points
 - Visible use of 2 man or coed skills
 - Technique on mounts and dismounts

14



OSSAA
Game Day State
2021-22

Questions:
Link to the Q & A's