

Oklahoma 2021





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Date: November 6, 2021

Location: TBA



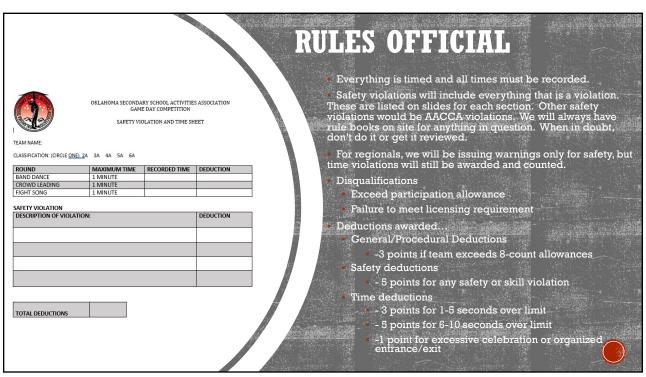
- Teams will perform all three elements during their performance time, similar to the traditional finals performances.
- All 3 sections will go back to back beginning with Band Dance, then Crowd Leading, and finishing with Fight Song.
- After performing Band Dance, teams will be given three 8-counts prior to beginning the next element, Crowd Leading.
- Someone on the team needs to be designated to speak the 8 counts out loud to avoid confusion, (counts may be spoken by the coach or a designated participant as well). THESE 8 COUNTS WILL NOT BE SCORED!
- Once teams perform the second element, they will be given another three 8 counts to prepare for the last element, Fight Song. AGAIN, THESE 8 COUNTS WILL NOT BE SCORED!
- Due to COVID, teams will not be staying for FINAL rankings or scores. Once a team finishes they will leave.
 OSSAA will post the teams making it to finals.

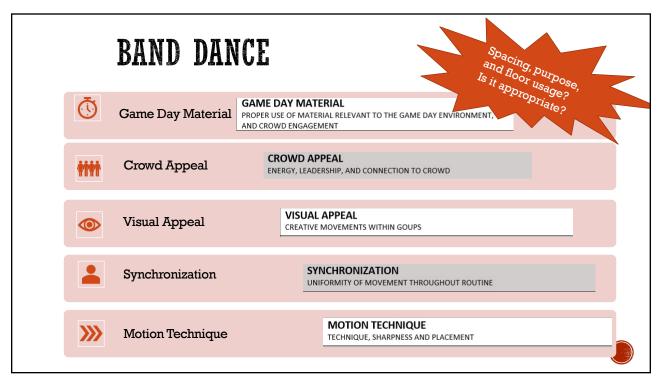


STATE FORMAT 2021

- Teams will perform all three elements during their performance time, similar to the traditional finals performances.
- All 3 sections will go back to back beginning with Band Dance, then Crowd Leading, and finishing with Fight Song.
- After performing Band Dance, teams will be given three 8counts prior to beginning the next element, Crowd Leading.
- Someone on the team needs to be designated to speak the 8 counts out loud to avoid confusion, (counts may be spoken by the coach or a designated participant as well). THESE 8 COUNTS WILL NOT BE SCORED!
- Once teams perform the second element, they will be given another three 8 counts to prepare for the last element, Fight Song. AGAIN, THESE 8 COUNTS WILL NOT BE SCORED!
- Due to COVID, teams will remain in the stands for FINAL rankings. Once a team qualifies into the final competition, once representative will meet on the floor to draw for the team order. OSSAA will make the final announcements in the same manner. More details regarding the final awards will be distributed later.

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BAND DANCE NOTES

- Overall Impression (direct reflection of the scores from all categories)
- Transitions are not scored (3 8 counts)
- .0, .2, .4, .6, .8 are the only point breaks you will see on the score sheet

BAND DANCE RULES AND RESTRICTIONS

- 1 minute time limit—marching band music
- Traditional sideline uniforms required
- · Emphasis on crowd appeal and practicality
- No stunts or tumbling permitted



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	

	Game Day Material: Proper use of materials relative to game day environments and crowd engagement	Crowd Appeal: Energy, Leadership, and Crowd Connections	Visual Appeal: Creative movements within groups
	•	•	•
	•	•	•
)}	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•

What things have you included in your routine? List them above...

When critiquing your team synchronization and motion technique, these elements are more cut and dry. Basic old school technique and performance timing, will all be scored here.

CROWD LEADING DETAILS

- Crowd Appeal and Overall Impression (direct reflection of the scores)
- Spacing and Usage of Floor (deep and wide)
- Skills restrictions
- Athletes can lay out props in the Preliminary competition
- Situational response will not be given at regionals and transitions are not scored (3 8 counts)
- .0, .2, .4, .6, .8 are the only point breaks you will see on your scoresheet

This is your primary function as a Cheerleader! L_{ead} the crowd with confidence!

CROWD LEADING RULES AND RESTRICTIONS

• 1 minute time LIMIT. No music allowed.

- No basket, sponge or elevator tosses allowed (cradles are dismounts, not tosses)
- No inversions
- No twisting dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- · No running tumbling
- Standing tumbling is limited ONE SKILL. Back tuck is the most elite tumbling skill allowed.

Things to consider when evaluating your

 $cho_{reograph_{\mathcal{Y}}}$



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CROWD LEADING NOTES

- Crowd Effectiveness
 - Pace/flow, coverage, & voice
- Crowd leading tools
 - USAGE (signs, poms, megaphones, & flags)
- Proper usage of skills
 - USAGE while leading the crowd
- Execution of skills
 - Technique, stability, sync, spacing, etc
- Game day material, crowd appeal, synchronization, motion technique, & overall impression



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 CROWED 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	

Game Day Material: Proper use of materials relative to game day environments and crowd engagement	Crowd Effectiveness: Voice, pace, flow, maximum coverage	Crowd Leading Tools: Signs, poms, megaphones, flags, etc
•	•	•
•	•	•
•	•	•
•	•	•
•	•	•
•	•	•
•	•	•

What does your routine contain in these sections? List them above...

Again, when critiquing your team synchronization and motion technique, these elements are more cut and dry. Basic old school technique and performance timing, will all be scored here.

Ability to Lead the Crowd: Energy and crowd leading techniques	Proper Use of Skills: all skills used to lead the crowd	Crowd Appeal: Energy, Leadership, visual appeal, and Crowd Connections
•	•	•
•	•	•
•	•	•
•	•	•
•	•	•
•	•	•
•	•	•

How do you look in these areas? List them above...

When scoring execution of skills, everything from this section comes into play. Judges are looking for any skills that were used and evaluating the actual execution of them. Tumbling, stunts, jumps, and any skill used to enhance the crowd leading section will be scored here.

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FIGHT SONG DETAILS

- Crowd Appeal and Overall Impression (direct reflection of the scores)
- Spacing and floor usage
- Transitions are not scored (3 8 counts)
- •.0, .2, .4, .6, .8 are the only point breaks that will be used
- Skills & restrictions

FIGHT SONG RULES AND RESTRICTIONS

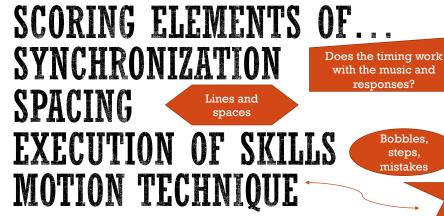
- 1 minute time limit—marching band music
- Up to three <u>CONSECUTIVE</u> eight counts may be incorporated with stunts, tumbling, and/or jumps. <u>IF</u> repeated, incorporation must repeat exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions



CATEGORY	TOTAL POSSIBLE	TEAM SCC
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	

	Game Day Material: Proper use of materials relative to game day environments and crowd engagement	Crowd Appeal: Energy, Leadership, visual appeal, and Crowd Connections	Visual Appeal: Creative movements within groups
	•	•	•
	•	•	•
)	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•

Evaluate your routine in these areas. List them above...



Bobbles, steps, mistakes

Old School

All of these areas are scored exactly as they have been scores in the previous sections. Work through it and practice it at games and events...

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OSSAA POM GAME DAY

Oklahoma 2021





BAND CHANT

CATEGORY	TOTAL POSSIBLE
GAME DAY MATERIAL PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT	10
CROWD EFFECTIVENESS VOICE, PACE, FLOW, MAXIMUM CROWED COVERAGE	10
CROWD LEADING TOOLS PROPER USE OF SIGNS, POMS	10
ABILITY TO LEAD CROWD ENERGY AND CROWD LEADING TECHNIQUES	10
VISUAL APPEAL LEVEL CHANGES, CREATIVE MOVEMENTS WITHIN GROUP, SPACING	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, CONNECTION TO THE CROWD	10
OVERALL IMPRESSION	10
TOTAL POINTS	100



- •Stunts will be allowed, reminders...
- Visual Appeal is an individual category instead of proper use of skills (creativity and practicality)



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BAND DANCE

There are not any changes in the score sheet from cheer to pom. The main things to remember is that key is practicality and effectiveness.

Practice the routine in front of crowds and get feedback. Record performances and check response times and adjust to help crowd.

CATEGORY

GAME DAY MATERIAL

PROPER USE OF MATERIAL RELEVANT TO THE GAME DAY ENVIRONMENT, AND CROWD ENGAGEMENT

CROWD APPEAL

ENERGY, LEADERSHIP, AND CONNECTION TO CROWD

VISUAL APPEAL

CREATIVE MOVEMENTS WITHIN GOUPS

SYNCHRONIZATION

UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE

MOTION TECHNIQUE

TECHNIQUE, SHARPNESS AND PLACEMENT

OVERALL IMPRESSION

TOTAL POINTS



WHAT IS THE DIFFERENCE BETWEEN BAND CHANT & BAND DANCE?

Think of the band chant as material that is repeated and designed to get the crowd loud and on their feet.

Something you would perform when it's a tied game and you need to distract the opponent and fire up your team.

Think of the band dance as something that would be used at any time. You would use this to entertain and motivate the crowd. It may be used at a time out, before the game, etc. Something fun, up beat, and entertaining!

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Fight Song

Similar to Band Chant: There are not any changes in the score sheet from cheer to pom. The main things to remember is that key is practicality and effectiveness.

CATEGORY	TOTAL POSSIBLE
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

