


1


Date: November 6, 2021  
Location: TBA



**GENERAL  
REGIONAL  
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 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.**

2




## 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 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 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.

Date: November 13, 2021  
Location: Moore High School

3



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION  
GAME DAY COMPETITION

SAFETY VIOLATION AND TIME SHEET

TEAM NAME: \_\_\_\_\_

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

ROUND	MAXIMUM TIME	RECORDED TIME	DEDUCTION
BAND DANCE	1 MINUTE		
CROWD LEADING	1 MINUTE		
FIGHT SONG	1 MINUTE		

**SAFETY VIOLATION**

DESCRIPTION OF VIOLATION:	DEDUCTION

TOTAL DEDUCTIONS	
------------------	--

## RULES OFFICIAL

- Everything is timed and all times must be recorded.
- Safety violations will include everything that is a violation. These are listed on slides for each section. Other safety violations would be AACCA violations. We will always have rule books on site for anything in question. When in doubt, don't do it or get it reviewed.
- For regionals, we will be issuing warnings only for safety, but time violations will still be awarded and counted.
- Disqualifications
  - Exceed participation allowance
  - Failure to meet licensing requirement
- Deductions awarded...
  - General/Procedural Deductions
    - -3 points if team exceeds 8-count allowances
  - Safety deductions
    - - 5 points for any safety or skill violation
  - Time deductions
    - - 3 points for 1-5 seconds over limit
    - - 5 points for 6-10 seconds over limit
    - -1 point for excessive celebration or organized entrance/exit

4

# BAND DANCE



Game Day Material

## GAME DAY MATERIAL

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

Spacing, purpose,  
and floor usage?  
Is it appropriate?



Crowd Appeal

## CROWD APPEAL

ENERGY, LEADERSHIP, AND CONNECTION TO CROWD



Visual Appeal

## VISUAL APPEAL

CREATIVE MOVEMENTS WITHIN GOUPS



Synchronization

## SYNCHRONIZATION

UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE



Motion Technique

## MOTION TECHNIQUE

TECHNIQUE, SHARPNESS AND PLACEMENT

5

# BAND DANCE NOTES

- Overall Impression (direct reflection of the scores from all categories)

OVERALL IMPRESSION

- 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

6

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	

7

	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.

8



## 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!  
Lead the crowd  
with confidence!*

### CROWD LEADING RULES AND RESTRICTIONS

- 1 minute time LIMIT. No music allowed.

#### SKILL RESTRICTIONS

- 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.



9

## 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

*Things to consider  
when evaluating your  
choreography*



10

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 CROWD 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	

11

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.

12



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.

13

## 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 **CONSECUTIVE** eight counts may be incorporated with stunts, tumbling, and/or jumps. **IF** repeated, incorporation must repeat exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions



14

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	

15

**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...

16





# SCORING ELEMENTS OF...

## SYNCHRONIZATION

## SPACING

## EXECUTION OF SKILLS

## MOTION TECHNIQUE

Does the timing work with the music and responses?

Lines and spaces

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...

17

# OSSAA POM

# GAME DAY

## Oklahoma 2021

18

# BAND CHANT

CATEGORY	TOTAL POSSIBLE
<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 CROWD COVERAGE	10
<b>CROWD LEADING TOOLS</b> PROPER USE OF SIGNS, POMS	10
<b>ABILITY TO LEAD CROWD</b> ENERGY AND CROWD LEADING TECHNIQUES	10
<b>VISUAL APPEAL</b> LEVEL CHANGES, CREATIVE MOVEMENTS WITHIN GROUP, SPACING	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, CONNECTION TO THE CROWD	10
<b>OVERALL IMPRESSION</b>	10
<b>TOTAL POINTS</b>	100

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



19

# 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 GROUPS

### SYNCHRONIZATION

UNIFORMITY OF MOVEMENT THROUGHOUT ROUTINE

### MOTION TECHNIQUE

TECHNIQUE, SHARPNESS AND PLACEMENT

### OVERALL IMPRESSION

## TOTAL POINTS



20



# 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!

21

## 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
<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

22



# QUESTIONS