



**GAME DAY STATE CHAMPIONSHIP INFORMATION**  
**MOORE HIGH SCHOOL—NOVEMBER 12 AND 13, 2021**  
**300 N. EASTERN MOORE, OKLAHOMA**

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

**ENTRANCE FOR COACHES AND PARTICIPANTS:**

Coaches will check-in with their team at the south side of the facility, inside the door marked “Game Day Check-In”

If you arrive prior to your check-in time coaches and teams should remain in the bleachers until your designated check-in time. Schedules are included in this information packet. Please be on time.

Tickets will be sold **online only**. Admission is \$10.00 for students and adults. The link for tickets can be found on the homepage of OSSAA.com. The link will open at 9 am Monday, November 8.

Souvenirs will be available for participants and spectators in the main spectator seating area.

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

**NOISE MAKERS/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.

**PLEASE BRING A COMPLETED ROSTER TO THE COMPETITION.**

**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 are 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 for Cheer 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.**

The prelims for Pom will be conducted as follows:

**BAND DANCE BRIEF SPIRIT THREE 8-COUNTS BAND CHANT 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.**

**Once your team completes the preliminary round teams should take a place in designated area of the bleachers. (north end)**

**FINALS** – Six (6) teams per classification; including 6 for Pom with the highest cumulative scores from the three preliminary categories will advance to the 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:

Band Dance

Situational Response (see description below)

Crowd Leading (for Cheer) Band Chant (for Pom)

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.**

**Teams in the finals should be seated on the north side of the arena after their performance. All awards will be presented in the stands designated for teams. (north end)**

**SITUATIONAL RESPONSE:** Each team will respond to audio cues by a game announcer, all situational cues are in reference to 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 in the finals 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. Sample score sheets for the finals are attached to this information. Prelim score sheets can be found on the Spirit page of OSSAA.com.

### **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**

The second highest scoring team per classification will be awarded a runner-up trophy and 25 medals. The highest scoring team per classification will be awarded a championship trophy and 25 medals.

### **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.

Panel Judge - Panel Judges are responsible for scoring each team’s performance based on the OSSAA score sheets.

Technical Judge - The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.

**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 video 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**\_\_\_\_\_



OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION  
GAME DAY CHEER 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:



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 RESPONSE 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 POM COMPETITION

FINALS  
BAND CHANT

TEAM NAME:

JUDGE NUMBER:

CATEGORY	TOTAL POSSIBLE	TEAM SCORE
<b>GAME DAY SITUATION</b> PROPER RESPONSE 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 POM COMPETITION

FINALS  
FIGHT SONG AND BAND DANCE

TEAM NAME:

JUDGE NUMBER:

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:

**2021 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 12, 2021**

<b>POM</b>	<b>CHECK-IN</b>	<b>STRETCH A</b>	<b>STRETCH B</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
CROSSINGS CHRISTIAN	10:00 AM	10:10		10:20		10:30 AM
UNION	10:05 AM		10:15		10:25	10:35 AM
BROKEN ARROW	10:10 AM	10:20		10:30		10:40 AM
MCALESTER	10:15 AM		10:25		10:35	10:45 AM
HERITAGE HALL	10:20 AM	10:30		10:40		10:50 AM
ELGIN	10:25 AM		10:35		10:45	10:55 AM
YUKON	10:30 AM	10:40		10:50		11:00 AM
WOODWARD	10:35 AM		10:45		10:55	11:05 AM
BISHOP MCGUINNESS	10:40 AM	10:50		11:00		11:10 AM
JENKS	10:45 AM		10:55		11:05	11:15 AM
NORMAN	10:50 AM	11:00		11:10		11:20 AM
EDMOND SANTA FE	10:55 AM		11:05		11:15	11:25 AM
EDMOND NORTH	11:00 AM	11:10		11:20		11:30 AM
CHOCTAW	11:05 AM		11:15		11:25	11:35 AM
OWASSO	11:10 AM	11:20		11:30		11:40 AM

<b>POM</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
TEAM 1	11:55		12:05 PM
TEAM 2		12:00	12:10 PM
TEAM 3	12:05		12:15 PM
TEAM 4		12:10	12:20 PM
TEAM 5	12:15		12:25 PM
TEAM 6		12:20	12:30 PM

2021 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 6, 2021	A
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2021 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 6, 2021	A
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CLASS 6A	CHECK-IN	STRETCH A	STRETCH B	WARM-UP A	WARM-UP B	PERFORMANCE
CHOCTAW	12:45 PM	12:55		1:05		1:15 PM
MUSTANG	12:50 PM		1:00		1:10	1:20 PM
YUKON	12:55 PM	1:05		1:15		1:25 PM
JENKS	1:00 PM		1:10		1:20	1:30 PM
WESTMOORE	1:05 PM	1:15		1:25		1:35 PM
OWASSO	1:10 PM		1:20		1:30	1:40 PM
UNION	1:15 PM	1:25		1:35		1:45 PM
SOUTHMOORE	1:20 PM		1:30		1:40	1:50 PM
MOORE	1:25 PM	1:35		1:45		1:55 PM
BROKEN ARROW	1:30 PM		1:40		1:50	2:00 PM

CLASS 6A	WARM UP A	WARM UP B	PERFORMA
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CLASS 6A	WARM UP A	WARM UP B	PERFORMANCE
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CLASS 6A	WARM UP A	WARM UP B	PERFORMANCE
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CLASS 6A	WARM UP A	WARM UP B	PERFORMANCE
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TEAM 1	2:15		2:25 PM
TEAM 2		2:20	2:30 PM
TEAM 3	2:25		2:35 PM
TEAM 4		2:30	2:40 PM
TEAM 5	2:35		2:45 PM
TEAM 6		2:40	2:50 PM

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**2021 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 13, 2021**

<b>CLASS 2A</b>	<b>CHECK-IN</b>	<b>STRETCH A</b>	<b>STRETCH B</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMA</b>
PAWNEE	8:30 AM	8:40		8:50		9:00 AM
CENTRAL SALLISAW	8:35 AM		8:45		8:55	9:05 AM
ARKOMA	8:40 AM	8:50		9:00		9:10 AM
HOMINY	8:45 AM		8:55		9:05	9:15 AM
CASHION	8:50 AM	9:00		9:10		9:20 AM
BOONE-APACHE	8:55 AM		9:05		9:15	9:25 AM
GRANDFIELD	9:00 AM	9:10		9:20		9:30 AM
PRESTON	9:05 AM		9:15		9:25	9:35 AM
HAWORTH	9:10 AM	9:20		9:30		9:40 AM
COMMERCE	9:15 AM		9:25		9:35	9:45 AM
KETCHUM	9:20 AM	9:30		9:40		9:50 AM
CRESECENT	9:25 AM		9:35		9:45	9:55 AM
DIBBLE	9:30 AM	9:40		9:50		10:00 AM
VELMA-ALMA	9:35 AM		9:45		9:55	10:05 AM
TURPIN	9:40 AM	9:50		10:00		10:10 AM

<b>2A FINALISTS</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMA</b>
TEAM 1	10:25		10:35 AM
TEAM 2		10:30	10:40 AM
TEAM 3	10:35		10:45 AM
TEAM 4		10:40	10:50 AM
TEAM 5	10:45		10:55 AM
TEAM 6		10:50	11:00 AM

**2021 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 13, 2021**

<b>CLASS 3A</b>	<b>CHECK-IN</b>	<b>STRETCH A</b>	<b>STRETCH B</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
LUTHER	11:05 AM	11:15		11:25		11:35 AM
KEYS (PARKHILL)	11:10 AM		11:20		11:30	11:40 AM
BEGGS	11:15 AM	11:25		11:35		11:45 AM
COMMUNITY CHRISTIAN	11:20 AM		11:30		11:40	11:50 AM
HENRYETTA	11:25 AM	11:35		11:45		11:55 AM
ROLAND	11:30 AM		11:40		11:50	12:00 PM
JONES	11:35 AM	11:45		11:55		12:05 PM
VICTORY CHRISTIAN	11:40 AM		11:50		12:00	12:10 PM
OKEMAH	11:45 AM	11:55		12:05		12:15 PM
VIAN	11:50 AM		12:00		12:10	12:20 PM
CHANDLER	11:55 AM	12:05		12:15		12:25 PM
WASHINGTON	12:00 PM		12:10		12:20	12:30 PM
KELLYVILLE	12:05 PM	12:15		12:25		12:35 PM
PAWHUSKA	12:10 PM		12:20		12:30	12:40 PM
MORRIS	12:15 PM	12:25		12:35		12:45 PM

<b>3A FINALISTS</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
TEAM 1	12:55		1:05 PM
TEAM 2		1:00	1:10 PM
TEAM 3	1:05		1:15 PM
TEAM 4		1:10	1:20 PM
TEAM 5	1:15		1:25 PM
TEAM 6		1:20	1:30 PM

**2021 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 13, 2021**

<b>CLASS 4A</b>	<b>CHECK-IN</b>	<b>STRETCH A</b>	<b>STRETCH B</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMA</b>
SEMINOLE	1:35 PM	1:45		1:55		2:05 PM
HOLLAND HALL	1:40 PM		1:50		2:00	2:10 PM
CROSSINGS CHRISTIAN	1:45 PM	1:55		2:05		2:15 PM
PLAINVIEW	1:50 PM		2:00		2:10	2:20 PM
LINDSAY	1:55 PM	2:05		2:15		2:25 PM
ELK CITY	2:00 PM		2:10		2:20	2:30 PM
CHRISTIAN HERITAGE	2:05 PM	2:15		2:25		2:35 PM
INOLA	2:10 PM		2:20		2:30	2:40 PM
SALLISAW	2:15 PM	2:25		2:35		2:45 PM
BETHANY	2:20 PM		2:30		2:40	2:50 PM
LINCOLN CHRISTIAN	2:25 PM	2:35		2:45		2:55 PM
HERITAGE HALL	2:30 PM		2:40		2:50	3:00 PM
BRIDGE CREEK	2:35 PM	2:45		2:55		3:05 PM
KINGFISHER	2:40 PM		2:50		3:00	3:10 PM
PAULS VALLEY	2:45 PM	2:55		3:05		3:15 PM
BRISTOW	2:50 PM		3:00		3:10	3:20 PM

<b>4A FINALISTS</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMA</b>
TEAM 1	3:30		3:40 PM
TEAM 2		3:35	3:45 PM
TEAM 3	3:40		3:50 PM
TEAM 4		3:45	3:55 PM
TEAM 5	3:50		4:00 PM
TEAM 6		3:55	4:05 PM

**2021 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 13, 2021**

<b>CLASS 5A</b>	<b>CHECK-IN</b>	<b>STRETCH A</b>	<b>STRETCH B</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMA</b>
COWETA	4:10 PM	4:20		4:30		4:40 PM
CASCIA HALL	4:15 PM		4:25		4:35	4:45 PM
CLINTON	4:20 PM	4:30		4:40		4:50 PM
COLLINSVILLE	4:25 PM		4:35		4:45	4:55 PM
WOODWARD	4:30 PM	4:40		4:50		5:00 PM
BROKEN BOW	4:35 PM		4:45		4:55	5:05 PM
ALTUS	4:40 PM	4:50		5:00		5:10 PM
NOBLE	4:45 PM		4:55		5:05	5:15 PM
BISHOP MCGUINNESS	4:50 PM	5:00		5:10		5:20 PM
GUYMON	4:55 PM		5:05		5:15	5:25 PM
EISENHOWER	5:00 PM	5:10		5:20		5:30 PM
CARL ALBERT	5:05 PM		5:15		5:25	5:35 PM
TUTTLE	5:10 PM	5:20		5:30		5:40 PM
MCALESTER	5:15 PM		5:25		5:35	5:45 PM
BISHOP KELLEY	5:20 PM	5:30		5:40		5:50 PM

<b>5A FINALISTS</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMA</b>
TEAM 1	6:05		6:15 PM
TEAM 2		6:10	6:20 PM
TEAM 3	6:15		6:25 PM
TEAM 4		6:20	6:30 PM
TEAM 5	6:25		6:35 PM
TEAM 6		6:30	6:40 PM