



GAME DAY STATE CHAMPIONSHIPS NOVEMBER 11 AND 12, 2022
MOORE HIGH SCHOOL

NOVEMBER 11—CLASS 6A; SMALL POM AND LARGE POM

NOVEMBER 12—CLASS 2A, 4A, 3A, AND 5A

THE DETAILED SCHEDULE WITH PERFORMANCE ORDER, CHECK-IN, WARM-UP AND PERFORMANCE TIMES IS BELOW.

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

ENTRANCE FOR COACHES AND PARTICIPANTS: Coaches and participants will come in the south side of the facility, through the door marked GAME DAY COACHES AND PARTICIPANTS.

If you arrive early, you may go to the commons area (signs will guide you) or you may go and sit in the top arena area behind the performance mats.

Admission is \$10.00 for students and adults. Tickets can be purchased on the homepage of OSSAA.com, the link is on the right hand side of the homepage.

Souvenirs will be available for participants and spectators at the site, there is also an online store located on the Spirit page of OSSAA.com.

GAME DAY STATE COMPETITION—PRELIMS AND FINALS WILL BE CONDUCTED.

The top 6 scores from the Preliminary round will advance to the final round.

Preliminary round—CHEER DIVISION—(same as the regional)

EACH TEAM WILL SHOWCASE THEIR BEST SIDELINE AND CROWD-LEADING MATERIAL IN THE FOLLOWING CATEGORIES:

- BAND DANCE
- CROWD LEADING
- FIGHT SONG

BAND DANCE RULES AND RESTRICTIONS—CHEER DIVISION

ONE (1) MINUTE TIME LIMIT. MARCHING BAND MUSIC ONLY.

EMPHASIS ON CROWD APPEAL AND PRACTICALITY, NO STUNTS OR TUMBLING PERMITTED. **PRACTICALITY SHOULD BE CONSIDERED IN THIS ELEMENT.**

CROWD LEADING RULES AND RESTRICTIONS—CHEER DIVISION

ONE (1) MINUTE TIME LIMIT. NO MUSIC ALLOWED.

PERFORMANCE SHOULD HAVE AN EMPHASIS ON CROWD INVOLVEMENT. **PRACTICALITY SHOULD BE CONSIDERED IN THIS ELEMENT.**

FIGHT SONG RULES AND RESTRICTIONS—CHEER DIVISION

ONE (1) MINUTE TIME LIMIT. MARCHING BAND MUSIC ONLY.

UP TO THREE CONSECUTIVE EIGHT COUNTS MAY BE INCORPORATED WITH STUNTS, TUMBLING, AND/OR JUMPS. IF REPEATED, INCORPORATION MUST REPEAT EXACTLY AS INITIALLY PERFORMED. **PRACTICALITY SHOULD BE CONSIDERED IN THIS ELEMENT.**

Preliminary round—POM DIVISION (same as regional)

EACH TEAM WILL SHOWCASE THEIR BEST SIDELINE AND CROWD-LEADING MATERIAL IN THE FOLLOWING CATEGORIES:

- BAND DANCE
- BAND CHANT
- FIGHT SONG

BAND DANCE RULES AND RESTRICTIONS—POM DIVISIONS

ONE (1) MINUTE TIME LIMIT. MARCHING BAND MUSIC ONLY.

EMPHASIS ON CROWD APPEAL AND PRACTICALITY, NO STUNTS OR TUMBLING PERMITTED. **PRACTICALITY SHOULD BE CONSIDERED IN THIS ELEMENT.**

BAND CHANT RULES AND RESTRICTIONS—POM DIVISION

ONE (1) MINUTE TIME LIMIT.

PERFORMANCE SHOULD HAVE AN EMPHASIS ON CROWD INVOLVEMENT. **PRACTICALITY SHOULD BE CONSIDERED IN THIS ELEMENT.** (EXAMPLES INCLUDE BUT ARE NOT LIMITED TO: “GO BIG BLUE” ; “HEY SONG”, ETC.)

FIGHT SONG RULES AND RESTRICTIONS—POM DIVISIONS

ONE (1) MINUTE TIME LIMIT. MARCHING BAND MUSIC ONLY.

UP TO THREE CONSECUTIVE EIGHT COUNTS MAY BE INCORPORATED WITH STUNTS, TUMBLING, AND/OR JUMPS. IF REPEATED, INCORPORATION MUST REPEAT EXACTLY AS INITIALLY PERFORMED. **PRACTICALITY SHOULD BE CONSIDERED IN THIS ELEMENT.**

FINAL ROUND--CHEER DIVISION

- A. FINALISTS WILL BE DETERMINED BY PRELIMINARY ROUND SCORES, WHICH DO NOT CARRY OVER INTO THE FINAL ROUND. THE TOP 6 HIGHEST SCORING TEAMS FROM THE PRELIMINARY ROUND WILL ADVANCE TO THE FINALS.
- B. THE FINAL ROUND IS ONE CONTINUOUS PERFORMANCE DEMONSTRATING THE COMPILATION OF THE GAME DAY ELEMENTS PERFORMED IN THE PRELIMINARY ROUND PLUS A SITUATIONAL ELEMENT. EACH TEAM WILL SHOWCASE THEIR BEST SIDELINE AND CROWD-LEADING MATERIAL IN A GAME DAY PRESENTATION THAT WILL INCLUDE AN ANNOUNCER-LED SITUATIONAL GAME DAY ELEMENT. THE USE OF CROWD-LEADING TOOLS SUCH AS SIGNS, POMS, FLAGS AND/OR MEGAPHONES ARE PERMITTED. **PRACTICALITY SHOULD BE CONSIDERED IN ALL ELEMENTS.**
- C. THE FINAL ROUND IS PERFORMED IN THIS ORDER: BAND DANCE, SITUATIONAL ELEMENT, CROWD LEADING, FIGHT SONG.
- D. THREE (3) MINUTE TIME LIMIT. TEAMS WILL SET UP AND TAKE THE FLOOR. **NO ORGANIZED ENTRANCES.** TIME WILL BEGIN WITH THE FIRST BEAT OF THE BAND DANCE MUSIC.
- E. FOLLOWING THE COMPLETION OF THE BAND DANCE, THE ANNOUNCER WILL GIVE THE SQUAD A GAME SCENARIO INDICATING AN OFFENSIVE OR DEFENSIVE SITUATION IN A FOOTBALL GAME. TEAMS SHOULD SHOW THEIR DEFINITIVE UNDERSTANDING OF THE SITUATION WITH AN OFFENSE OR DEFENSE CROWD-LEADING RESPONSE, WHICH TRANSITIONS THE SQUAD INTO THE CROWD LEADING PORTION OF THE FINALS.
- F. FOLLOWING THE CROWD LEADING PORTION, THE SQUAD WILL COMPLETE THEIR FIGHT SONG ROUTINE.
- G. EACH PORTION OF THE FINALS SHOULD HAVE A DESIGNATED BEGINNING AND END WITH SPIRITED CROWD INTERACTION BETWEEN. **PRACTICALITY SHOULD BE CONSIDERED IN ALL ELEMENTS.**

FINAL ROUND—POM DIVISION

- A. FINALISTS WILL BE DETERMINED BY PRELIMINARY ROUND SCORES, WHICH DO NOT CARRY OVER INTO THE FINAL ROUND. THE TOP 6 HIGHEST SCORING TEAMS FROM THE PRELIMINARY ROUND WILL ADVANCE TO THE FINALS.
- B. THE FINAL ROUND IS ONE CONTINUOUS PERFORMANCE DEMONSTRATING THE COMPILATION OF THE GAME DAY ELEMENTS PERFORMED IN THE PRELIMINARY ROUND PLUS A SITUATIONAL ELEMENT. EACH TEAM WILL SHOWCASE THEIR BEST SIDELINE AND CROWD-LEADING MATERIAL IN A GAME DAY PRESENTATION THAT WILL INCLUDE AN ANNOUNCER-LED SITUATIONAL GAME DAY ELEMENT. THE USE OF CROWD-LEADING TOOLS SUCH AS SIGNS, POMS, FLAGS AND/OR MEGAPHONES ARE PERMITTED. **PRACTICALITY SHOULD BE CONSIDERED IN ALL ELEMENTS.**
- C. THE FINAL ROUND IS PERFORMED IN THIS ORDER: BAND DANCE, SITUATIONAL ELEMENT, BAND CHANT, FIGHT SONG.
- D. THREE (3) MINUTE TIME LIMIT. TEAMS WILL SET UP AND TAKE THE FLOOR. **NO ORGANIZED ENTRANCES.** TIME WILL BEGIN WITH THE FIRST BEAT OF THE BAND DANCE MUSIC.
- E. FOLLOWING THE COMPLETION OF THE BAND DANCE, THE ANNOUNCER WILL GIVE THE SQUAD A GAME SCENARIO INDICATING AN OFFENSIVE OR DEFENSIVE SITUATION IN A FOOTBALL GAME. TEAMS SHOULD SHOW THEIR DEFINITIVE UNDERSTANDING OF THE SITUATION WITH AN OFFENSE OR DEFENSE CROWD-LEADING RESPONSE, WHICH TRANSITIONS THE SQUAD INTO THE BAND CHANT PORTION OF THE FINALS.
- F. FOLLOWING THE BAND CHANT PORTION, THE SQUAD WILL COMPLETE THEIR FIGHT SONG ROUTINE.
- G. EACH PORTION OF THE FINALS SHOULD HAVE A DESIGNATED BEGINNING AND END WITH SPIRITED CROWD INTERACTION BETWEEN. **PRACTICALITY SHOULD BE CONSIDERED IN ALL ELEMENTS.**

INTERRUPTION OF ROUTINE

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.

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, without any deduction for the timing.

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.

PROTEST POLICY

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.

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



Moore High School Lions

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2022 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 11, 2022				
CLASS 6A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
MUSTANG	8:30 AM	8:40 AM		9:00 AM
EDMOND MEMORIAL	8:35 AM		8:45 AM	9:05 AM
BROKEN ARROW	8:40 AM	8:50 AM		9:10 AM
MOORE	8:45 AM		8:55 AM	9:15 AM
JENKS	8:50 AM	9:00 AM		9:20 AM
DEER CREEK	8:55 AM		9:05 AM	9:25 AM
OWASSO	9:00 AM	9:10 AM		9:30 AM
YUKON	9:05 AM		9:15 AM	9:35 AM
UNION	9:10 AM	9:20 AM		9:40 AM
WESTMOORE	9:15 AM		9:25 AM	9:45 AM
CLASS 6A		WARM UP A	WARM UP B	PERFORMANCE
TEAM 1		10:10 AM		10:20 AM
TEAM 2			10:15 AM	10:25 AM
TEAM 3		10:20 AM		10:30 AM
TEAM 4			10:25 AM	10:35 AM
TEAM 5		10:30 AM		10:40 AM
TEAM 6			10:35 AM	10:45 AM

2022 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMEBER 11, 2022

SMALL POM	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
EDISON PREP	10:45 AM	10:55 AM		11:15 AM
BISHOP KELLEY	10:50 AM		11:00 AM	11:20 AM
POTEAU	10:55 AM	11:05 AM		11:25 AM
ALTUS	11:00 AM		11:10 AM	11:30 AM
NEWCASTLE	11:05 AM	11:15 AM		11:35 AM
CROSSINGS CHRISTIAN	11:10 AM		11:20 AM	11:40 AM
WOODWARD	11:15 AM	11:25 AM		11:45 AM
ELGIN	11:20 AM		11:30 AM	11:50 AM
HERITAGE HALL	11:25 AM	11:35 AM		11:55 AM
EISENHOWER	11:30 AM		11:40 AM	12:00 PM
MCGUINNESS	11:35 AM	11:45 AM		12:05 PM
TAHLEQUAH	11:40 AM		11:50 AM	12:10 PM
CHICKASHA	11:45 AM	11:55 AM		12:15 PM
MCALESTER	11:50 AM		12:00 PM	12:20 PM
GUYMON	11:55 AM	12:05 PM		12:25 PM

SMALL POM	WARM UP A	WARM UP B	PERFORMANCE
TEAM 1	12:50 PM		1:00 PM
TEAM 2		12:55 PM	1:05 PM
TEAM 3	1:00 PM		1:10 PM
TEAM 4		1:05 PM	1:15 PM
TEAM 5	1:10 PM		1:20 PM
TEAM 6		1:15 PM	1:25 PM

2022 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 11, 2022				
LARGE POM	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
BROKEN ARROW	1:30 PM	1:40 PM		2:00 PM
MUSTANG	1:35 PM		1:45 PM	2:05 PM
LAWTON	1:40 PM	1:50 PM		2:10 PM
YUKON	1:45 PM		1:55 PM	2:15 PM
JENKS	1:50 PM	2:00 PM		2:20 PM
MUSKOGEE	1:55 PM		2:05 PM	2:25 PM
NORMAN	2:00 PM	2:10 PM		2:30 PM
BT WASHINGTON	2:05 PM		2:15 PM	2:35 PM
EDMOND SANTA FE	2:10 PM	2:20 PM		2:40 PM
CHOCTAW	2:15 PM		2:25 PM	2:45 PM
UNION	2:20 PM	2:30 PM		2:50 PM
OWASSO	2:25 PM		2:35 PM	2:55 PM
EDMOND NORTH	2:30 PM	2:40 PM		3:00 PM
LARGE POM		WARM UP A	WARM UP B	PERFORMANCE
	TEAM 1	3:25 PM		3:35 PM
	TEAM 2		3:30 PM	3:40 PM
	TEAM 3	3:35 PM		3:45 PM
	TEAM 4		3:40 PM	3:50 PM
	TEAM 5	3:45 PM		3:55 PM
	TEAM 6		3:50 PM	4:00 PM

2022 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 12, 2022

CLASS 2A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
DIBBLE	8:30 AM	8:40 AM		9:00 AM
SOUTHWEST COVENANT	8:35 AM		8:45 AM	9:05 AM
PRESTON	8:40 AM	8:50 AM		9:10 AM
TONKAWA	8:45 AM		8:55 AM	9:15 AM
CASHION	8:50 AM	9:00 AM		9:20 AM
GRANDFIELD	8:55 AM		9:05 AM	9:25 AM
HAWORTH	9:00 AM	9:10 AM		9:30 AM
TURPIN	9:05 AM		9:15 AM	9:35 AM
COMMERCE	9:10 AM	9:20 AM		9:40 AM
ARKOMA	9:15 AM		9:25 AM	9:45 AM
OKEMAH	9:20 AM	9:30 AM		9:50 AM
CRESCENT	9:25 AM		9:35 AM	9:55 AM
CENTRAL SALLISAW	9:30 AM	9:40 AM		10:00 AM
HOMINY	9:35 AM		9:45 AM	10:05 AM
COLCORD	9:40 AM	9:50 AM		10:10 AM

2A FINALISTS

	WARM UP A	WARM UP B	PERFORMANCE
TEAM 1	10:35 AM		10:45 AM
TEAM 2		10:40 AM	10:50 AM
TEAM 3	10:45 AM		10:55 AM
TEAM 4		10:50 AM	11:00 AM
TEAM 5	10:55 AM		11:05 AM
TEAM 6		11:00 AM	11:10 AM

2022 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 12, 2022

CLASS 4A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
LONE GROVE	11:05 AM	11:15 AM		11:35 AM
LINCOLN CHRISTIAN	11:10 AM		11:20 AM	11:40 AM
CHRISTIAN HERITAGE	11:15 AM	11:25 AM		11:45 AM
BROKEN BOW	11:20 AM		11:30 AM	11:50 AM
BETHANY	11:25 AM	11:35 AM		11:55 AM
WEATHERFORD	11:30 AM		11:40 AM	12:00 PM
SULPHUR	11:35 AM	11:45 AM		12:05 PM
PURCELL	11:40 AM		11:50 AM	12:10 PM
CROSSINGS CHRISTIAN	11:45 AM	11:55 AM		12:15 PM
NORTH ROCK CREEK	11:50 AM		12:00 PM	12:20 PM
PAULS VALLEY	11:55 AM	12:05 PM		12:25 PM
KINGFISHER	12:00 PM		12:10 PM	12:30 PM
SALLISAW	12:05 PM	12:15 PM		12:35 PM
BRIDGE CREEK	12:10 PM		12:20 PM	12:40 PM
WASHINGTON	12:15 PM	12:25 PM		12:45 PM

4A FINALISTS

	WARM UP A	WARM UP B	PERFORMANCE
TEAM 1	1:10 PM		1:20 PM
TEAM 2		1:15 PM	1:25 PM
TEAM 3	1:20 PM		1:30 PM
TEAM 4		1:25 PM	1:35 PM
TEAM 5	1:30 PM		1:40 PM
TEAM 6		1:35 PM	1:45 PM

2022 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 12, 2022

CLASS 3A	CHECK-IN	WARM-UP A	WARM-UP WARM-UP B	PERFORMANCE
FREDERICK	1:45 PM	1:55 PM		2:15 PM
LITTLE AXE	1:50 PM		2:00 PM	2:20 PM
LINDSAY	1:55 PM	2:05 PM		2:25 PM
ROLAND	2:00 PM		2:10 PM	2:30 PM
OKTAHA	2:05 PM	2:15 PM		2:35 PM
BEGGS	2:10 PM		2:20 PM	2:40 PM
JONES	2:15 PM	2:25 PM		2:45 PM
COMMUNITY CHRISTIAN	2:20 PM		2:30 PM	2:50 PM
VIAN	2:25 PM	2:35 PM		2:55 PM
VALLIANT	2:30 PM		2:40 PM	3:00 PM
HERITAGE HALL	2:35 PM	2:45 PM		3:05 PM
LUTHER	2:40 PM		2:50 PM	3:10 PM
HENRYETTA	2:45 PM	2:55 PM		3:15 PM
MORRIS	2:50 PM		3:00 PM	3:20 PM
VICTORY CHRISTIAN	2:55 PM	3:05 PM		3:25 PM

3A FINALISTS

	WARM UP A	WARM UP B	PERFORMANCE
TEAM 1	3:50 PM		4:00 PM
TEAM 2		3:55 PM	4:05 PM
TEAM 3	4:00 PM		4:10 PM
TEAM 4		4:05 PM	4:15 PM
TEAM 5	4:10 PM		4:20 PM
TEAM 6		4:15 PM	4:25 PM

2022 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 12, 2022

CLASS 5A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
CASCIA HALL	4:20 PM	4:30 PM		4:50 PM
GUYMON	4:25 PM		4:35 PM	4:55 PM
WOODWARD	4:30 PM	4:40 PM		5:00 PM
COWETA	4:35 PM		4:45 PM	5:05 PM
ALTUS	4:40 PM	4:50 PM		5:10 PM
EISENHOWER	4:45 PM		4:55 PM	5:15 PM
CLAREMORE	4:50 PM	5:00 PM		5:20 PM
COLLINSVILLE	4:55 PM		5:05 PM	5:25 PM
MACARTHUR	5:00 PM	5:10 PM		5:30 PM
CARL ALBERT	5:05 PM		5:15 PM	5:35 PM
ADA	5:10 PM	5:20 PM		5:40 PM
BLANCHARD	5:15 PM		5:25 PM	5:45 PM
MCGUINNESS	5:20 PM	5:30 PM		5:50 PM
NEWCASTLE	5:25 PM		5:35 PM	5:55 PM
TAHLEQUAH	5:30 PM	5:40 PM		6:00 PM

5A FINALISTS**WARM UP A****WARM UP B****PERFORMANCE**

TEAM 1	6:25 PM		6:35 PM
TEAM 2		6:30 PM	6:40 PM
TEAM 3	6:35 PM		6:45 PM
TEAM 4		6:40 PM	6:50 PM
TEAM 5	6:45 PM		6:55 PM
TEAM 6		6:50 PM	7:00 PM