



## GAME DAY STATE CHAMPIONSHIPS

NOVEMBER 10 AND 11, 2023

MOORE HIGH SCHOOL

November 10—Class 6A; Small Pom; Large Pom

November 11—Class 2A, 4A, 3A, and 5A

Performance order and schedule are listed below this information sheet.

**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 (\$11.35 with handling fee) for students and adults. Tickets can be purchased on the homepage of OSSAA.com, the link is on the right side of the homepage. Cash tickets will be sold at the gate for \$13.

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**

- 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.
- 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.**
- The final round is performed in this order: Band Dance, Situational element, Crowd Leading, Fight Song.
- 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.
- 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.
- Following the crowd leading portion, the squad will complete their fight song routine.
- 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**

- 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.
- 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.**
- The final round is performed in this order: Band Dance, Situational element, Band Chant, Fight Song.
- 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

**2023 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 10, 2023**

<b>CLASS 6A</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
CASCIA HALL	8:30 AM	8:40 AM		9:00 AM
NORMAN	8:35 AM		8:45 AM	9:05 AM
BROKEN ARROW	8:40 AM	8:50 AM		9:10 AM
DEER CREEK	8:45 AM		8:55 AM	9:15 AM
JENKS	8:50 AM	9:00 AM		9:20 AM
OWASSO	8:55 AM		9:05 AM	9:25 AM
MUSTANG	9:00 AM	9:10 AM		9:30 AM
BISHOP MCGUINNESS	9:05 AM		9:15 AM	9:35 AM
UNION	9:10 AM	9:20 AM		9:40 AM
YUKON	9:15 AM		9:25 AM	9:45 AM

<b>CLASS 6A</b>		<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
	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

**2023 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 10, 2023**

<b>SMALL POM</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
EDISON PREP	10:45 AM	10:55 AM		11:15 AM
DUNCAN	10:50 AM		11:00 AM	11:20 AM
METRO CHRISTIAN	10:55 AM	11:05 AM		11:25 AM
BETHEL	11:00 AM		11:10 AM	11:30 AM
WOODWARD	11:05 AM	11:15 AM		11:35 AM
HERITAGE HALL	11:10 AM		11:20 AM	11:40 AM
MARLOW	11:15 AM	11:25 AM		11:45 AM
GUYMON	11:20 AM		11:30 AM	11:50 AM
MOUNT ST. MARY	11:25 AM	11:35 AM		11:55 AM
CROSSINGS CHRISTIAN	11:30 AM		11:40 AM	12:00 PM
MCALESTER	11:35 AM	11:45 AM		12:05 PM
BISHOP MCGUINNESS	11:40 AM		11:50 AM	12:10 PM
CHICKASHA	11:45 AM	11:55 AM		12:15 PM
BLANCHARD	11:50 AM		12:00 PM	12:20 PM
ALTUS	11:55 AM	12:05 PM		12:25 PM
NORTH ROCK CREEK	12:00 PM		12:10 ppm	12:30 PM

<b>SMALL POM</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
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

**2023 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 10, 2023**

<b>LARGE POM</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
EISENHOWER	1:30 PM	1:40 PM		2:00 PM
MUSKOGEE	1:35 PM		1:45 PM	2:05 PM
MUSTANG	1:40 PM	1:50 PM		2:10 PM
BT WASHINGTON	1:45 PM		1:55 PM	2:15 PM
YUKON	1:50 PM	2:00 PM		2:20 PM
CHOCTAW	1:55 PM		2:05 PM	2:25 PM
OWASSO	2:00 PM	2:10 PM		2:30 PM
LAWTON	2:05 PM		2:15 PM	2:35 PM
UNION	2:10 PM	2:20 PM		2:40 PM
EDMOND SANTA FE	2:15 PM		2:25 PM	2:45 PM
JENKS	2:20 PM	2:30 PM		2:50 PM
EDMOND NORTH	2:25 PM		2:35 PM	2:55 PM
NORMAN	2:30 PM	2:40 PM		3:00 PM
BROKEN ARROW	2:35 PM		2:45 PM	3:05 PM

<b>LARGE POM</b>	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
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

**2023 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 11, 2023**

<b>CLASS 2A</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
WATONGA	8:30 AM	8:40 AM		9:00 AM
HAWORTH	8:35 AM		8:45 AM	9:05 AM
ARKOMA	8:40 AM	8:50 AM		9:10 AM
CASHION	8:45 AM		8:55 AM	9:15 AM
CENTRAL SALLISAW	8:50 AM	9:00 AM		9:20 AM
CRESCENT	8:55 AM		9:05 AM	9:25 AM
STROUD	9:00 AM	9:10 AM		9:30 AM
SOUTHWEST COVENANT	9:05 AM		9:15 AM	9:35 AM
DIBBLE	9:10 AM	9:20 AM		9:40 AM
WYNNEWOOD	9:15 AM		9:25 AM	9:45 AM
POCOLA	9:20 AM	9:30 AM		9:50 AM
KEOTA	9:25 AM		9:35 AM	9:55 AM
PRESTON	9:30 AM	9:40 AM		10:00 AM
TURPIN	9:35 AM		9:45 AM	10:05 AM
OKEMAH	9:40 AM	9:50 AM		10:10 AM

**2A FINALISTS**

	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
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



**2023 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 11, 2023**

<b>CLASS 3A</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
LINCOLN CHRISTIAN	11:05 AM	11:15 AM		11:35 AM
HENRYETTA	11:10 AM		11:20 AM	11:40 AM
CHRISTIAN HERITAGE	11:15 AM	11:25 AM		11:45 AM
BEGGS	11:20 AM		11:30 AM	11:50 AM
MORRIS	11:25 AM	11:35 AM		11:55 AM
COMMERCE	11:30 AM		11:40 AM	12:00 PM
OKTAHA	11:35 AM	11:45 AM		12:05 PM
HERITAGE HALL	11:40 AM		11:50 AM	12:10 PM
VALLIANT	11:45 AM	11:55 AM		12:15 PM
REJOICE CHRISTIAN	11:50 AM		12:00 PM	12:20 PM
LUTHER	11:55 AM	12:05 PM		12:25 PM
ROLAND	12:00 PM		12:10 PM	12:30 PM
JONES	12:05 PM	12:15 PM		12:35 PM
VIAN	12:10 PM		12:20 PM	12:40 PM
LINDSAY	12:15 PM	12:25 PM		12:45 PM

**3A FINALISTS**

	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
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

**2023 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 11, 2023**

<b>CLASS 4A</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
MIAMI	1:50 PM	2:00 PM		2:20 PM
WESTVILLE	1:55 PM		2:05 PM	2:25 PM
LONE GROVE	2:00 PM	2:10 PM		2:30 PM
SULPHUR	2:05 PM		2:15 PM	2:35 PM
BETHANY	2:10 PM	2:20 PM		2:40 PM
BROKEN BOW	2:15 PM		2:25 PM	2:45 PM
WASHINGTON	2:20 PM	2:30 PM		2:50 PM
COMMUNITY CHRISTIAN	2:25 PM		2:35 PM	2:55 PM
PURCELL	2:30 PM	2:40 PM		3:00 PM
PAULS VALLEY	2:35 PM		2:45 PM	3:05 PM
OOLOGAH-TALALA	2:40 PM	2:50 PM		3:10 PM
KINGFISHER	2:45 PM		2:55 PM	3:15 PM
MOUNT ST. MARY	2:50 PM	3:00 PM		3:20 PM
BRIDGE CREEK	2:55 PM		3:05 PM	3:25 PM
IDABEL	3:00 PM	3:10 PM		3:30 PM

**4A FINALISTS**

	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
TEAM 1	3:45 PM		3:55 PM
TEAM 2		3:50 PM	4:00 PM
TEAM 3	3:55 PM		4:05 PM
TEAM 4		4:00 PM	4:10 PM
TEAM 5	4:05 PM		4:15 PM
TEAM 6		4:10 PM	4:20 PM

**2023 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 11, 2023**

<b>CLASS 5A</b>	<b>CHECK-IN</b>	<b>WARM-UP A</b>	<b>WARM-UP B</b>	<b>PERFORMANCE</b>
EL RENO	4:25 PM	4:35 PM		4:55 PM
SKIATOOK	4:30 PM		4:40 PM	5:00 PM
CLAREMORE	4:35 PM	4:45 PM		5:05 PM
ADA	4:40 PM		4:50 PM	5:10 PM
COLLINSVILLE	4:45 PM	4:55 PM		5:15 PM
TUTTLE	4:50 PM		5:00 PM	5:20 PM
GUYMON	4:55 PM	5:05 PM		5:25 PM
BT WASHINGTON	5:00 PM		5:10 PM	5:30 PM
WEATHERFORD	5:05 PM	5:15 PM		5:35 PM
CROSSINGS CHRISTIAN	5:10 PM		5:20 PM	5:40 PM
BLANCHARD	5:15 PM	5:25 PM		5:45 PM
MACARTHUR	5:20 PM		5:30 PM	5:50 PM
NEWCASTLE	5:25 PM	5:35 PM		5:55 PM
ALTUS	5:30 PM		5:40 PM	6:00 PM
PRYOR	5:35 PM	5:45 PM		6:05 PM

**5A FINALISTS**

	<b>WARM UP A</b>	<b>WARM UP B</b>	<b>PERFORMANCE</b>
TEAM 1	6:20 PM		6:30 PM
TEAM 2		6:25 PM	6:35 PM
TEAM 3	6:30 PM		6:40 PM
TEAM 4		6:35 PM	6:45 PM
TEAM 5	6:40 PM		6:50 PM
TEAM 6		6:45 PM	6:55 PM



# *Game Day State*

Moore HS  
November 10-11

# WELCOME TO MOORE



**FROM MOORE ATHLETIC FACILITATOR COURTNEY WALKER:**

ON BEHALF OF MOORE HIGH SCHOOL AND MOORE PUBLIC SCHOOLS, I LOOK FORWARD TO WELCOMING YOU TO OUR CAMPUS.

INCLUDED IN THIS GUIDE, YOU WILL FIND INFORMATION THAT WILL ASSIST YOU WITH YOUR VISIT TO MOORE HIGH SCHOOL.

YOU WILL FIND A FACILITY GUIDE, PARKING LOCATIONS, AND OTHER INFORMATION THAT WILL BE BENEFICIAL TO YOUR TEAM AND FANS.

I WILL BE AT THE GYMNASIUM TO GREET YOUR TEAM AND SHOW YOU WHERE CHECK IN AS WELL AS ANSWER ANY QUESTIONS.

PLEASE SEND US YOUR ROSTER AND 2 DEEP INFORMATION AS SOON AS POSSIBLE.



**WE LOOK FORWARD  
TO HOSTING YOU**

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IF YOU HAVE FURTHER QUESTIONS THAT ARE NOT ADDRESSED IN THIS GUIDE, PLEASE DO NOT HESITATE TO CALL OR EMAIL ME AT THE CONTACT BELOW.



**ATHLETIC DEPARTMENT**

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**Courtney Walker**

MOORE ATHLETIC FACILITATOR  
COURTNEYWALKER@MOORESCHOOLS.COM  
405-735-4723 (SCHOOL PHONE)  
405-550-9131 (CELL PHONE)

**Gregg Hardin**

MOORE ASSISTANT ATHLETIC FACILITATOR  
GREGGHARDIN@MOORESCHOOLS.COM  
405-735-4723 (SCHOOL PHONE)  
918-409-6956 (CELL PHONE)

# Game Day State info...

## General Information:

- **Location -**
  - **Moore High School 300 N. Eastern Ave | Moore, Ok**
- **Time Schedule -**
  - **Posted on OSSAA.com**

## Team Information:

- **Teams may enter the facility at 7:30am**
- **Teams are to enter through the aux gym located on the west end of the competition facility.**
- **Team buses will park across Eastern Ave in the Platt College parking lot (see map)**

## Spectator Information:

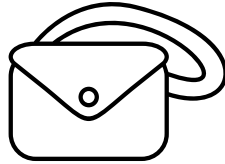
- **Doors open at 8:00am for spectators**
- **Tickets may be purchased online at GoFan.com \$10 + fee or cash ticket option available \$13**
- **No reentry for anyone, students or adults. Once you leave, a new ticket will be needed for reentry.**
- **All spectators will be subject to a screening via metal detector prior to entering the facility and must follow the MPS clear bag policy.**
- **Sportsmanship is expected from athletes, coaches, and spectators.**

# Clear Bag Policy

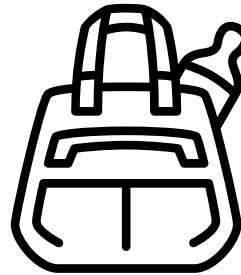
## Approved Bags



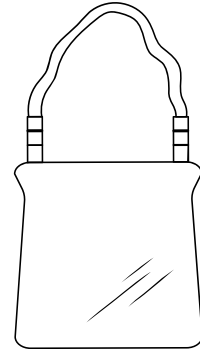
**One (1) gallon  
clear plastic  
storage bag**



**6.5" x 4.5"  
Clutch Wallet**  
*Non-transparent is fine,  
with or without a strap*



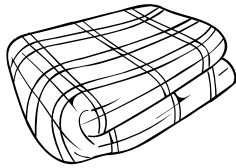
**Diaper Bag**



**12" x 6" x 12"  
Clear Tote**  
*Larger bags prohibited*

## Approved Items

*Items will be opened for a search prior to gate entrance.*



**Blanket**



**Stadium Seat**



**Umbrella**



**Stroller**

## Prohibited Bags



**Purse**



**Backpack**



**Clear  
Backpack**



**Fanny Pack**



**Clear Tinted  
Tote**



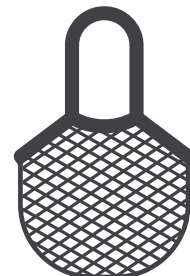
**String  
Backpack**



**Camera  
Case**



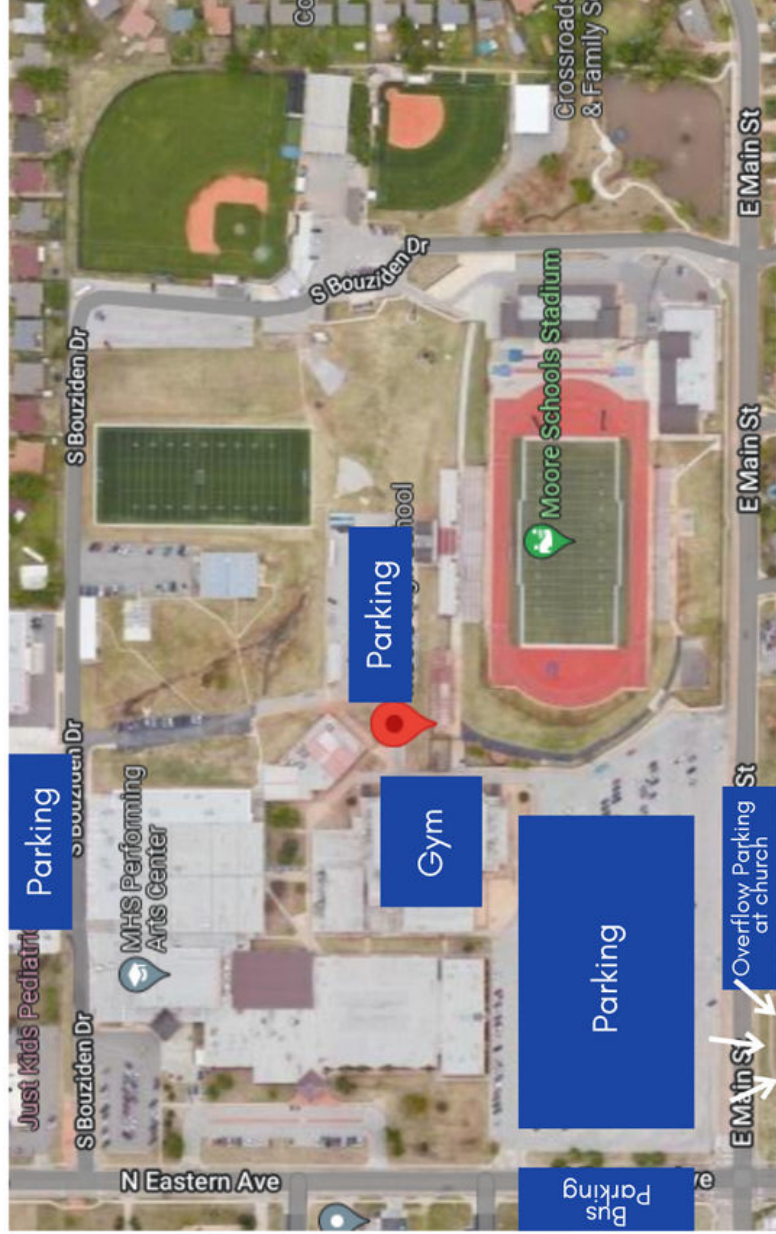
**Binocular  
Case**



**Mesh Bag**



# Moore High School Lions



300 N. Eastern Ave | Moore, Ok 73160 | 405-735-4700