



GAME DAY STATE CHAMPIONSHIPS

NOVEMBER 15 AND 16, 2024

MOORE HIGH SCHOOL

November 15—Class 5A; Small Pom; Large Pom

November 16—Class 2A, 4A, 3A, and 6A

Performance order and schedule are listed below this information sheet.

Please review the Visitor's guide attached below.

BUS PARKING: Team buses will park across Eastern in the old Platt College parking lot.

ENTRANCE FOR COACHES AND PARTICIPANTS: Coaches and participants will enter through 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. No banners, emblems, or placards will be permitted in the spectator area.

Please bring a typed or legibly written roster with you. They will be collected at the check-in table. (form below)

The OSSAA follows NFHS Rules for all competitions; a friendly reminder **jewelry is not permitted by NFHS Rule**.

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

During the preliminary round All elements of the Game Day competition will be performed in one continuous routine.

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

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 chant, 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 chant, Situational element, Dance, 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 chant, 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 dance portion of the finals.
- F. Following the band dance 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.

The runner-up teams and the championship teams should make their way to the competition floor as soon as they are announced to received their awards.

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



GAME DAY

State



MOORE HIGH SCHOOL | 300 N. EASTERN AVE | MOORE, OK 73160 | 405-735-4700

WELCOME TO MOORE HIGH SCHOOL

FROM MOORE HIGH SCHOOL ATHLETIC DIRECTOR, COURTNEY WALKER:



**WE LOOK FORWARD
TO HOSTING YOU**

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.

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 OUR 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 ARENA TO GREET YOUR TEAM AND
SHOW YOU WARM UP FACILITIES AS WELL AS
ANSWER ANY QUESTIONS.



ATHLETIC DEPARTMENT

Courtney Walker

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

MOORE HIGH SCHOOL

DR. ROBERT ROMINES
MOORE PUBLIC SCHOOLS
SUPERINTENDENT

BRIAN FITZGERALD
MOORE PUBLIC SCHOOLS
DISTRICT ATHLETIC DIRECTOR

GAME DAY STATE INFORMATION

ADMISSIONS:

[STUDENTS K-12 AND ADULTS \$13] -- CASH ONLY
[STUDENTS K-12 AND ADULTS \$10] -- ONLINE AT OSSAA.COM

ACCEPTED PASSES: ONLY OSSAA PLAYOFF PASS

ALL SPECTATORS WILL WALK THRU METAL DETECTORS TO GAIN ENTRANCE TO THE MPS ARENA. MPS BAG REQUIREMENTS ALLOW FOR CLEAR BAGS ONLY. ALL ITEMS BROUGHT INTO THE FACILITY WILL BE SEARCHED. PROHIBITED ITEMS INCLUDE KNIVES, GUNS, BACKPACKS, OUTSIDE FOOD/BEVERAGES, ALL FORMS OF TOBACCO, ALCOHOL, DRUGS, VAPES, AIR HORNS, INFLATBALES, AND CONTAINERS. ANY FAN REFUSING TO GO THROUGH THE METAL DETECTOR WILL BE DENIED ENTRY INTO THE MPS GYMNASIUM.

PARKING:

TEAM AND SPIRIT BUSES/VISITORS -- SEE MAP FOR DETAILED DIRECTIONS
BUSES -- SEE MAP FOR DETAILED DIRECTIONS
FANS -- ATHLETIC PARKING LOT

GENERAL INFORMATION:

COMPETITION, WARM UP, PRACTICE FACILITIES:

MOORE HIGH SCHOOL HAS THREE GYMS IN OUR FACILITY. THE TIMES AND LOCATIONS FOR YOUR TEAM TO WARM UP AND PRACTICE WILL BE DETERMINED BY THE OSSAA. PLEASE LOOK FOR THAT INFORMATION ON THEIR WEBSITE.

MISC: ONLY SCHOOL ADMINISTRATORS, TEAM PERSONNEL, AND THOSE AUTHORIZED PERSONNEL WILL BE ALLOWED TO HAVE GYM FLOOR ACCESS.

HEAD MHS ATHLETIC TRAINER:

TAYLOR BRACCI
TAYLORBRACCI@MOORESCHOOLS.COM
214-497-3561



General Information:

- Location
 - Moore High School | 300 N. Eastern Ave | Moore, Ok 73160
- Time Schedule -
 - Posted on ossaa.com

Team Information:

- Teams may enter 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 old Platt College parking lot

Spectator Information:

- Doors open at 8:00am for spectators
- Tickets may be purchased online at OSSAA.COM for \$10 plus service fee or cash ticket option available at the door for \$13
- All spectators will be subject to a screening via metal detector prior to entering the facility and must follow the MPS clear bag policy.
- Good sportsmanship behavior is expected from athletes, coaches, and spectators.

2024-2025 SPECTATOR PROCEDURES

If a student leaves during an event, the student will not be allowed to re-enter.

Students Attending Events:

All students, from both participating schools, must wear school IDs in order to attend athletic events.

Students must stay in their teams designated areas at all times.

Middle School and Elementary School students must have a guardian present and be seated with the guardian for the duration of the event.

Prohibited Items at Events:

1. Bags, backpacks, and hard binocular cases (ONLY clear bags allowed)
2. Mace and all personal protective sprays
3. Laser pointers
4. Knives
5. Guns
6. Outside food and beverages
7. All forms of tobacco, alcohol, drugs, and vapes.
8. Air horns, balls, and sporting equipment, inflatables, coolers, and containers.
9. Pets, with the exception of registered service animals.



MOORE PUBLIC SCHOOLS 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

Weapons Detection System:

Every attendee (including those with passes and District employees) will walk through our weapon detection system at our large events. We will have security at our gates as well as multiple law enforcement officers at the event.

No firearms, weapons, or explosives allowed on Moore Public Schools campuses.

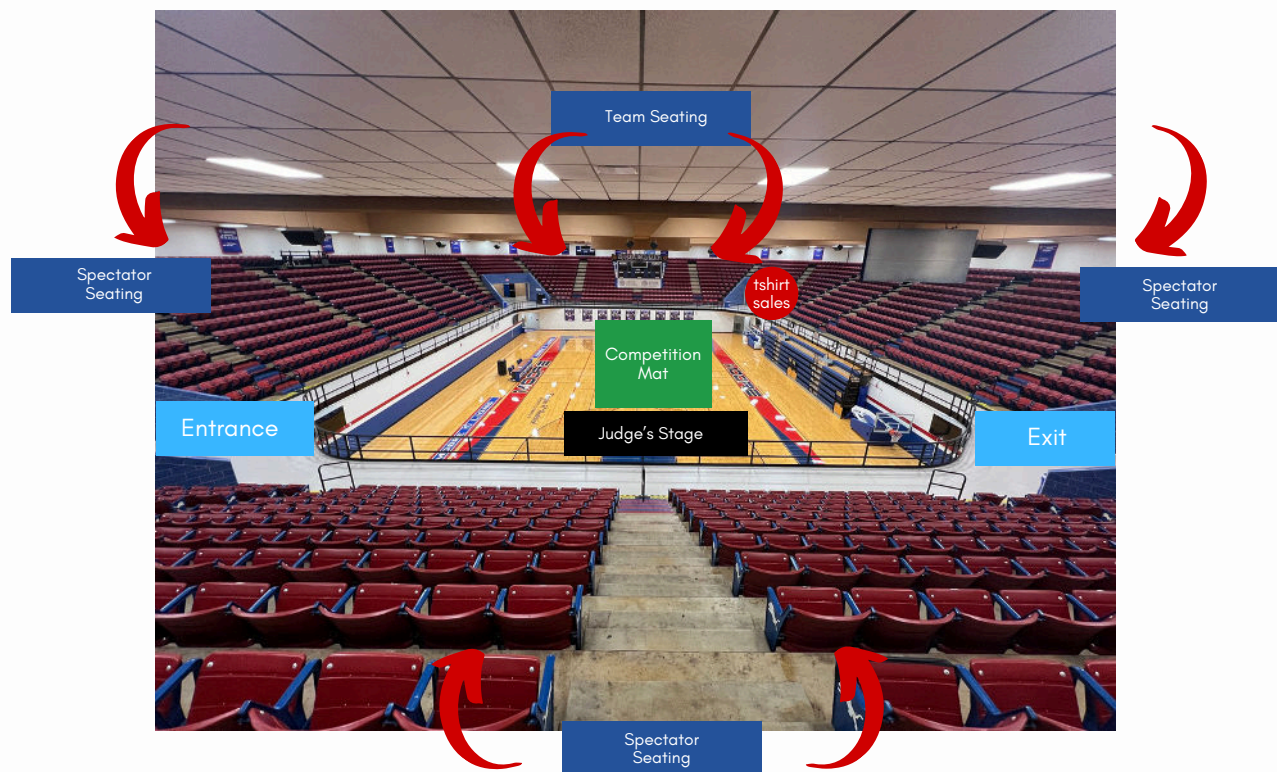
The State of Oklahoma prohibits possession of a firearm on any public or private school property.

MOORE HIGH SCHOOL CAMPUS

Moore High School | 300 N Eastern Ave | Moore, OK 73160 | 405.735.4700



ARENA



2024 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 15, 2024

CLASS 5A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
NEWCASTLE	8:30 AM	8:40 AM		9:00 AM
PRYOR	8:35 AM		8:45 AM	9:05 AM
ADA	8:40 AM	8:50 AM		9:10 AM
HERITAGE HALL	8:45 AM		8:55 AM	9:15 AM
BISHOP MCGUINNESS	8:50 AM	9:00 AM		9:20 AM
MCALESTER	8:55 AM		9:05 AM	9:25 AM
SKIATOOK	9:00 AM	9:10 AM		9:30 AM
CLAREMORE	9:05 AM		9:15 AM	9:35 AM
ALTUS	9:10 AM	9:20 AM		9:40 AM
COWETA	9:15 AM		9:25 AM	9:45 AM
TUTTLE	9:20 AM	9:30 AM		9:50 AM
GUYMON	9:25 AM		9:35 AM	9:55 AM
COLLINSVILLE	9:30 AM	9:40 AM		10:00 AM
CASCIA HALL	9:35 AM		9:45 AM	10:05 AM
MACARTHUR	9:40 AM	9:50 AM		10:10 AM

CLASS 5A		WARM UP A	WARM UP B	PERFORMANCE
	TEAM 1	10:30 AM		10:40 AM
	TEAM 2		10:35 AM	10:45 AM
	TEAM 3	10:40 AM		10:50 AM
	TEAM 4		10:45 AM	10:55 AM
	TEAM 5	10:50 AM		11:00 AM
	TEAM 6		10:55 AM	11:05 AM

2024 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 15, 2024

UNIFIED		WARM UP A	WARM UP B	PERFORMANCE
OWASSO	TEAM 1	11:35 AM		11:45 AM
NEWCASTLE	TEAM 2		11:40 AM	11:50 AM
YUKON	TEAM 3	11:45 AM		11:55 AM
BROKEN ARROW	TEAM 4		11:50 AM	12:00 PM
STILLWATER	TEAM 5	11:55 AM		12:05 PM
IDABEL	TEAM 6		12:00 PM	12:10 PM

2024 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 15, 2024

SMALL POM	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
HERITAGE HALL	12:10 PM	12:20 PM		12:40 PM
TUTTLE	12:15 PM		12:25 PM	12:45 PM
EDISON PREP	12:20 PM	12:30 PM		12:50 PM
NORTH ROCK CREEK	12:25 PM		12:35 PM	12:55 PM
BISHOP KELLEY	12:30 PM	12:40 PM		1:00 PM
BETHANY	12:35 PM		12:45 PM	1:05 PM
CASADY	12:40 PM	12:50 PM		1:10 PM
DUNCAN	12:45 PM		12:55 PM	1:15 PM
BISHOP MCGUINNESS	12:50 PM	1:00 PM		1:20 PM
MACARTHUR	12:55 PM		1:05 PM	1:25 PM
CROSSINGS CHRISTIAN	1:00 PM	1:10 PM		1:30 PM
CHICKASHA	1:05 PM		1:15 PM	1:35 PM
MCALESTER	1:10 PM	1:20 PM		1:40 PM
WOODWARD	1:15 PM		1:25 PM	1:45 PM
MOUNT SAINT MARY	1:20 PM	1:30 PM		1:50 PM

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

2024 GAME DAY STATE--MOORE HIGH SCHOOL--FRIDAY NOVEMBER 15, 2024

LARGE POM	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
JENKS	2:45 PM	2:55 PM		3:15 PM
EDMOND SANTA FE	2:50 PM		3:00 PM	3:20 PM
OWASSO	2:55 PM	3:05 PM		3:25 PM
EISENHOWER	3:00 PM		3:10 PM	3:30 PM
MUSKOGEE	3:05 PM	3:15 PM		3:35 PM
EDMOND NORTH	3:10 PM		3:20 PM	3:40 PM
YUKON	3:15 PM	3:25 PM		3:45 PM
MUSTANG	3:20 PM		3:30 PM	3:50 PM
UNION	3:25 PM	3:35 PM		3:55 PM
CHOCTAW	3:30 PM		3:40 PM	4:00 PM
BROKEN ARROW	3:35 PM	3:45 PM		4:05 PM

LARGE POM	WARM UP A	WARM UP B	PERFORMANCE
TEAM 1	4:25 PM		4:35 PM
TEAM 2		4:30 PM	4:40 PM
TEAM 3	4:35 PM		4:45 PM
TEAM 4		4:40 PM	4:50 PM
TEAM 5	4:45 PM		4:55 PM
TEAM 6		4:50 PM	5:00 PM

2024 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 16, 2024

CLASS 2A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
CHRISTIAN HERITAGE	8:30 AM	8:40 AM		9:00 AM
TONKAWA	8:35 AM		8:45 AM	9:05 AM
OKTAHA	8:40 AM	8:50 AM		9:10 AM
ARKOMA	8:45 AM		8:55 AM	9:15 AM
OKEMAH	8:50 AM	9:00 AM		9:20 AM
CRESCENT	8:55 AM		9:05 AM	9:25 AM
POCOLA	9:00 AM	9:10 AM		9:30 AM
SOUTHWEST COVENANT	9:05 AM		9:15 AM	9:35 AM
HAWORTH	9:10 AM	9:20 AM		9:40 AM
CASHION	9:15 AM		9:25 AM	9:45 AM
STRATFORD	9:20 AM	9:30 AM		9:50 AM
PAWHUSKA	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
CENTRAL SALLISAW	9:40 AM	9:50 AM		10:10 AM

2A FINALISTS

	WARM UP A	WARM UP B	PERFORMANCE
TEAM 1	10:30 AM		10:40 AM
TEAM 2		10:35 AM	10:45 AM
TEAM 3	10:40 AM		10:50 AM
TEAM 4		10:45 AM	10:55 AM
TEAM 5	10:50 AM		11:00 AM
TEAM 6		10:55 AM	11:05 AM

2024 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 16, 2024

CLASS 3A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
ROLAND	11:10 AM	11:20 AM		11:40 AM
LINCOLN CHRISTIAN	11:15 AM		11:25 AM	11:45 AM
LUTHER	11:20 AM	11:30 AM		11:50 AM
DIBBLE	11:25 AM		11:35 AM	11:55 AM
HOLLAND HALL	11:30 AM	11:40 AM		12:00 PM
JONES	11:35 AM		11:45 AM	12:05 PM
KEYS PARKHILL	11:40 AM	11:50 AM		12:10 PM
VICTORY CHRISTIAN	11:45 AM		11:55 AM	12:15 PM
LITTLE AXE	11:50 AM	12:00 PM		12:20 PM
LINDSAY	11:55 AM		12:05 PM	12:25 PM
STROUD	12:00 PM	12:10 PM		12:30 PM
REJOICE CHRISTIAN	12:05 PM		12:15 PM	12:35 PM
SILO	12:10 PM	12:20 PM		12:40 PM
VALLIANT	12:15 PM		12:25 PM	12:45 PM
VIAN	12:20 PM	12:30 PM		12:50 PM

3A 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

2024 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 16, 2024

CLASS 4A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
PAULS VALLEY	1:45 PM	1:55 PM		2:15 PM
BETHANY	1:50 PM		2:00 PM	2:20 PM
BYNG	1:55 PM	2:05 PM		2:25 PM
CROSSINGS CHRISTIAN	2:00 PM		2:10 PM	2:30 PM
BROKEN BOW	2:05 PM	2:15 PM		2:35 PM
SALLISAW	2:10 PM		2:20 PM	2:40 PM
COMMUNITY CHRISTIAN	2:15 PM	2:25 PM		2:45 PM
OOLOGAH-TALALA	2:20 PM		2:30 PM	2:50 PM
LONE GROVE	2:25 PM	2:35 PM		2:55 PM
CLINTON	2:30 PM		2:40 PM	3:00 PM
PURCELL	2:35 PM	2:45 PM		3:05 PM
SULPHUR	2:40 PM		2:50 PM	3:10 PM
WASHINGTON	2:45 PM	2:55 PM		3:15 PM
BRIDGE CREEK	2:50 PM		3:00 PM	3:20 PM
SEQUOYAH CLAREMORE	2:55 PM	3:05 PM		3:25 PM
FORT GIBSON	3:00 PM		3:10 PM	3:30 PM

4A 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

2024 GAME DAY STATE--MOORE HIGH SCHOOL--SATURDAY NOVEMBER 16, 2024

CLASS 6A	CHECK-IN	WARM-UP A	WARM-UP B	PERFORMANCE
MUSTANG	4:20 PM	4:35 PM		4:55 PM
JENKS	4:25 PM		4:40 PM	5:00 PM
CHOCTAW	4:30 PM	4:45 PM		5:05 PM
OWASSO	4:35 PM		4:50 PM	5:10 PM
BIXBY	4:40 PM	4:55 PM		5:15 PM
PIEDMONT	4:45 PM		5:00 PM	5:20 PM
BROKEN ARROW	4:50 PM	5:05 PM		5:25 PM
YUKON	4:55 PM		5:10 PM	5:30 PM
NORMAN	5:00 PM	5:15 PM		5:35 PM
UNION	5:05 PM		5:15 PM	5:40 PM

6A FINALISTS		WARM UP A	WARM UP B	PERFORMANCE
	TEAM 1	6:00 PM		6:10 PM
	TEAM 2		6:05 PM	6:15 PM
	TEAM 3	6:10 PM		6:20 PM
	TEAM 4		6:15 PM	6:25 PM
	TEAM 5	6:20 PM		6:30 PM
	TEAM 6		6:25 PM	6:35 PM

OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION



GAME DAY STATE CHAMPIONSHIP
ROSTER

SCHOOL _____ CLASSIFICATION _____

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. _____