

OSAA RADIO NETWORK FORMAT – 2020 BASKETBALL STATE CHAMPIONSHIPS

WHAT	WHEN	NOTES	LENGTH
ADJACENCY	6:00 prior to game time (5:00 prior to game time for Game 2 of session)	NETWORK	:30 – OSAA Open Adjacency
Pre-game	5:30 prior to game time	Scene-set	:45
BREAK #1	4:45 prior to game time	NETWORK	2:00 – Peter Intro :30; OnPoint CommunityImpact :30; POA :30; Moda Health :30
Pre-game	2:45 prior to game time	Lineups	
BREAK #2	End 1 st Quarter	LOCAL	1:00 – OSAA Store :30; OSAAtoday :30
BREAKS #3-#6 These four :30 breaks are not guaranteed and only will be taken if there are team-called timeouts or other stoppages of play.	In 1 st Half	LOCAL	:30 – Abby’s
	In 1 st Half	LOCAL	:30 – NSP
	In 1 st Half	LOCAL	:30 – Social Media
	In 1 st Half	LOCAL	:30 – Mini Trophy
BREAK #7	End 2 nd Quarter	NETWORK	2:00 – Moda :30; POA :30; OnPoint LifeStages :30; Abby’s :30
Halftime	<i>OSAA Foundation Halftime Report</i>		
BREAK #8	During Halftime	LOCAL	2:00 – NFHS Network :30; OSAA.org :30; Officials :30; NSP :30
Halftime	<i>OSAA Foundation Halftime Report</i>		
BREAK #9	During Halftime	NETWORK	2:00 – OnPoint CommunityImpact :30; POA :30, OSAA App :30; OSAAtoday :30
BREAK #10	End 3 rd Quarter	LOCAL	1:00 – Abby’s :30; Foundation :30
BREAKS #11-#14 These four :30 breaks are not guaranteed and only will be taken if there are team-called timeouts or other stoppages of play.	In 2 nd Half	NETWORK	:30 – Sportsmanship NFHS
	In 2 nd Half	LOCAL	:30 – OSAA Store
	In 2 nd Half	LOCAL	:30 – OnPoint CommunityImpact
	In 2 nd Half	LOCAL	:30 – OSAA App
BREAK #15	End of Game	NETWORK	2:00 – POA :30; Moda :30; OnPoint LifeStages :30; Peter Thank You :30
Post-game		Wrap-up	No longer than 1:00; Announce Players of the Game
ADJACENCY		NETWORK	:30 – OSAA Close Adjacency
TOTALS	15 breaks 5 network 10 local	16:00 minutes 8:30 network 7:30 local	
OVERTIME SCENARIO: Breaks #12, #13, #14 will be repeated as needed beginning with intermission between regulation and first overtime. Break #15 will be saved for after the game is completed. Adjacency always runs at end of broadcast.			