

## OSAA RADIO NETWORK FORMAT – 2017 BASKETBALL STATE CHAMPIONSHIPS

WHAT	WHEN	NOTES	LENGTH
<b>ADJACENCY</b>	<b>6:00 prior to game time (5:00 prior to game time for Game 2 of session)</b>	<b>NETWORK</b>	<b>:30 – OSAA Open Adjacency</b>
Pre-game	5:30 prior to game time	Scene-set	:45
<b>BREAK #1</b>	<b>4:45 prior to game time</b>	<b>NETWORK</b>	<b>2:00 – Peter Intro :30; POA :30; USB :30; LSTC :30</b>
Pre-game	2:45 prior to game time	Lineups	
<b>BREAKS #2-#5</b>			
<b>1<sup>st</sup> Half:</b> Four (4) :30 second breaks will be taken prior to halftime; all 4 breaks are <b>LOCAL</b> . This includes the break between the 1 <sup>st</sup> and 2 <sup>nd</sup> quarter.	<b>In 1<sup>st</sup> Half</b>	<b>LOCAL</b>	<b>:30 – Oregonian</b>
	<b>In 1<sup>st</sup> Half</b>	<b>LOCAL</b>	<b>:30 – Pacific Office Automation</b>
	<b>In 1<sup>st</sup> Half</b>	<b>LOCAL</b>	<b>:30 – OSAAStore.com</b>
	<b>In 1<sup>st</sup> Half</b>	<b>LOCAL</b>	<b>:30 – #MyReasonWhy</b>
<b>BREAK #6</b>	<b>End 2<sup>nd</sup> Quarter</b>	<b>NETWORK</b>	<b>2:00 – USB :30; LSTC :30; POA :30; Foundation :30</b>
Halftime	<i>OSAA Foundation Halftime Report</i>		
<b>BREAK #7</b>	<b>During Halftime</b>	<b>LOCAL</b>	<b>2:00 – Moda Health :30; Sportsmanship NFHS :30; Abby’s :30; NFHS Network :30</b>
Halftime	<i>OSAA Foundation Halftime Report</i>		
<b>BREAK #8</b>	<b>During Halftime</b>	<b>NETWORK</b>	<b>2:00 – LSTC :30; POA :30, USB :30; Social Media:30</b>
<b>BREAKS #9-#14</b>			
<b>2<sup>nd</sup> Half:</b> Six (6) :30 second breaks will be taken in the second half; all six (6) breaks are <b>LOCAL</b> . This includes the break between the 3 <sup>rd</sup> and 4 <sup>th</sup> quarter.	<b>In 2<sup>nd</sup> Half</b>	<b>LOCAL</b>	<b>:30 – Oregonian</b>
	<b>In 2<sup>nd</sup> Half</b>	<b>LOCAL</b>	<b>:30 – OSAA.org</b>
	<b>In 2<sup>nd</sup> Half</b>	<b>LOCAL</b>	<b>:30 – Pacific Office Automation</b>
	<b>In 2<sup>nd</sup> Half</b>	<b>LOCAL</b>	<b>:30 – Northwest Sports Photography</b>
	<b>In 2<sup>nd</sup> Half</b>	<b>LOCAL</b>	<b>:30 – Abby’s</b>
<b>BREAK #15</b>	<b>End of Game</b>	<b>NETWORK</b>	<b>2:00 – POA :30; USB :30; LSTC :30; Peter Thank You :30</b>
Post-game		Wrap-up	No longer than 1:00; Announce Players of the Game
<b>ADJACENCY</b>		<b>NETWORK</b>	<b>:30 – OSAA Close Adjacency</b>
<b>TOTALS</b>	<b>15 breaks</b> 4 network 11 local	<b>15:00 minutes</b> 8:00 network 7:00 local	
<b>OVERTIME SCENARIO:</b> 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.			