

OSAA RADIO NETWORK FORMAT – 2024 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 :30; Abby’s Pizza :30; Moda Health :30
Pre-game	2:45 prior to game time	Lineups	
BREAK #2	End 1st Quarter	LOCAL	1:00 – Toyota :30; OSAA Store :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 1st Half	LOCAL	:30 – NSP :30
	In 1st Half	LOCAL	:30 – Toyota :30
	In 1st Half	LOCAL	:30 – OnPoint :30
	In 1st Half	LOCAL	:30 – Mini Trophy :30
BREAK #7	End 2nd Quarter	NETWORK	2:00 – Toyota :30; Moda :30; Abby’s Pizza :30; OnPoint :30
Halftime	<i>OSAA Foundation Halftime Report</i>		
BREAK #8	During Halftime	LOCAL	2:00 – Social Media :30; OSAA.org :30; Officials :30; Abby’s Pizza :30
Halftime	<i>OSAA Foundation Halftime Report</i>		
BREAK #9	During Halftime	NETWORK	2:00 –OnPoint :30; Moda :30, OSAA App :30; Toyota :30
BREAK #10	End 3rd Quarter	LOCAL	1:00 – OSAAtoday :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 2nd Half	NETWORK	:30 – Sportsmanship NFHS :30
	In 2nd Half	LOCAL	:30 – Moda :30
	In 2nd Half	LOCAL	:30 – OnPoint :30
	In 2nd Half	LOCAL	:30 – Toyota :30
BREAK #15	End of Game	NETWORK	2:00 – Abby’s Pizza :30; Moda :30; OnPoint :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.			